NINTENDO POWER™

March/April 1989 $3.50

Ninja Gaiden
New Hit in Cinema Display

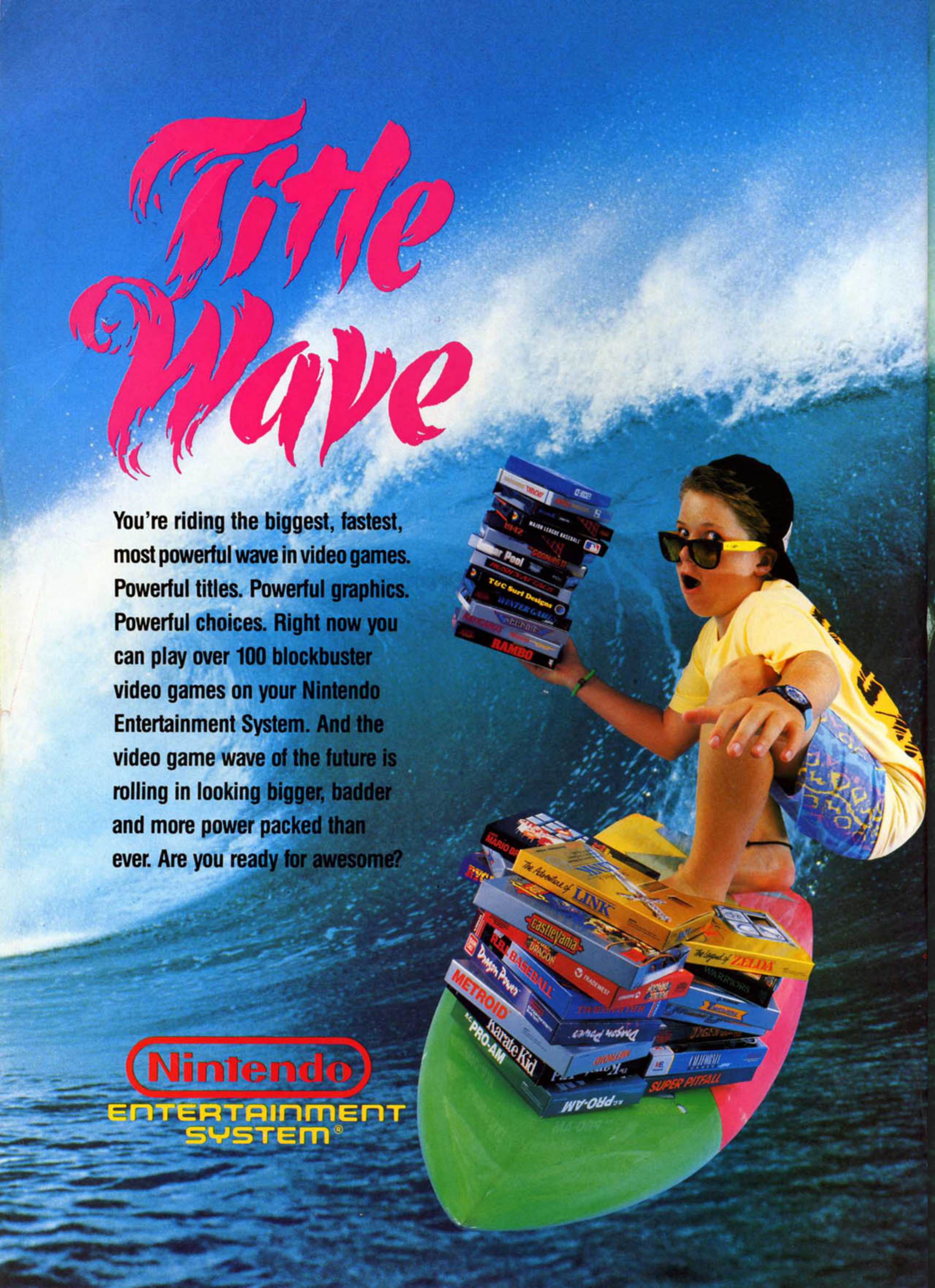
Explosive "TMNT"
Red Hot Preview

More "Link" Adventures

CES Report
Game Tour and Contest

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Title Wave
You're riding the biggest, fastest, most powerful wave in video games. Powerful titles. Powerful graphics. Powerful choices. Right now you can play over 100 blockbuster video games on your Nintendo Entertainment System. And the video game wave of the future is rolling in looking bigger, badder and more power packed than ever. Are you ready for awesome?
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The Adventure of LINK
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The Legend of ZELDA
BASEBALL
Dragon Power
METROID
Karate Kid
PRO-AM
SUPER PITFALL



Welcome

Are you ready for the hottest issue of *Nintendo Power* to fly off the presses? This is it. And it may be too hot to hold! This is your first chance to read all about the new hit game, *Ninja Gaiden.* The tale unfolds in an all-new Cinema Display format. Chapter by exciting chapter, the big screen story leads you through an action-packed tale of a young martial arts master out to avenge the death of his father. Our big five-page "CES Report" gives you an insider's tour of all the exciting new games, accessories and video news shown at the recent Consumer Electronics Show in Las Vegas. The feature also includes a chance to win a trip to the next CES this June in Chicago to meet the insiders and see the CES booth displays for yourself. Imagine, you could fly to Chicago as our guest to report on everything coming this Fall for the NES.

We're also kicking off a new "Preview" section in this issue of *Nintendo Power.* Read up on four new hits of the future – *Teenage Mutant Ninja Turtles, Bayou Billy, Strider* and *Cobra Triangle.* The 1988 *Nintendo Power* Awards ("Nesters") give you a chance to cast your vote for the titles you think deserve to win a coveted "Nester" in eight exciting categories. You could even win a complete library of the top titles! Go for it! And while you're comparing the action and challenge of your favorite games, take your first look at our new "Power Meter" rating system. It's a new way to see how all your favorite games rate. We've heard from *Nintendo Power* subscribers that "Classified Information" is one of your favorite sections. This issue has a whopper. Our pros have been working overtime to make this "Classified Information" the biggest ever. And now for the first time, we're selling back issues of the world's best video game magazine – *"Nintendo Power,"* of course. Find out how to order one or all of the back issues, and also how to get your hands on the newest, latest, greatest, insider tips book for *Super Mario Bros. 2*. A special April Fools' Day article, a huge new game directory and more surprises await you in the pages ahead. So "hunker" down in your favorite reading spot, and fasten your seat belt for some powerful news, powerful tips and powerful fun – only from Nintendo, only in *Nintendo Power.* It's all the power you need.



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PREVIEWS

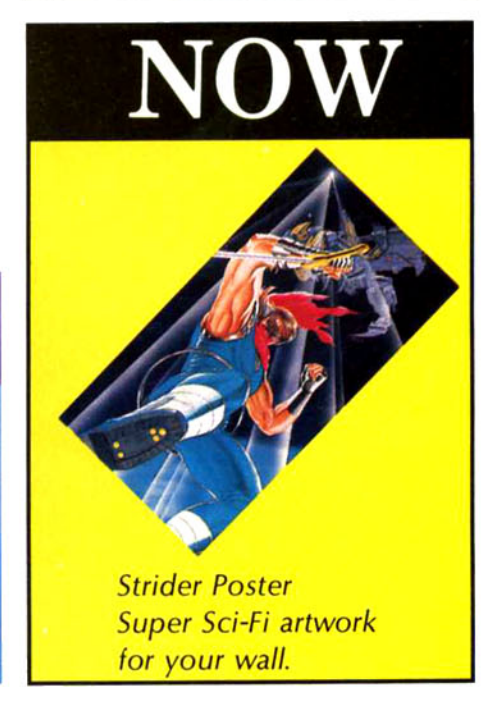




GAME DIRECTORY

The Complete NES Game Directory. Here it is! A full listing of all the action available for your NES. Eight pages to help you choose your next challenge. How does your own library of games stack up?

NOW



Strider Poster
Super Sci-Fi artwork for your wall.

1989 MAR-APR



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FUN FOR ALL AGES

I am 83 years old. I bought a Nintendo Entertainment System two years ago. I love Nintendo. I presently live at Rose Wood Retirement Home. We play at least five hours a day and we have a Nintendo Fun Club. We have six members in our club and over 43 games. We have completed Super Mario Bros., Metroid, Metal Gear, Kid Icarus, Double Dragon, and Super Mario Bros. 2. Our club has recently subscribed to Nintendo Power. The message our club wants to convey is that you're never too old to play the NES.

Ryan Maul and friends
Bakersfield, CA

We agree! With a wide variety of action, adventure, and sports games, there's something for everyone on the NES.

VIDEO INCENTIVE

I just thought I'd write to tell you about your game system. I had not heard of the NES until Christmas of 1987. My children really wanted it. I talked with several other parents about the game. They had a set already. Their biggest complaint was that the kids didn't do their homework.

I was concerned over this so we made a rule. I promised my boys that I would buy it for them if they stay on the Honor Roll all year. Needless to say, Honor Roll it was! My eldest son then was promised another Game Pak if he got an extra great report card. He pulled all A's except for one B+. I thought that was fantastic.

We have enjoyed the game so much, we even took it to Yosemite this past summer.

My eldest boy was really shy around the other kids, but since we got the NES he has made a lot of new friends.

I really see this as a plus. Chores and whatever else get done a lot faster around the house now. I just ordered a Nintendo Power subscription. My five year old is working on his reading with the first issue. I am limiting game playing to one hour a day during the school year. They earn Game Paks by earning good grades. I can tell you, this was a great investment, especially with three boys. Thanks again.

Ruth Garcia
Pomona, CA

Good thinking Ruth. While the NES does provide a lot of enjoyment, there are other things that must be done as well and the NES can be an incentive to do them.

FARAWAY PLACES

I teach piano at home and use a computer in my teaching. Software and synthesizers have become almost as much a part of the lessons as the piano. After the assigned lessons have been completed, the students are free to play any games they choose. One of their favorites is the NES.



My husband, Robert, was invited by the People to People Citizen's Ambassador Program to go to China with other Civil Highway and Bridge Engineers and meet with their counterparts over there. I went along on the trip with other spouses, and that's how we got this photo of an NES being played on the Great Wall!

Carol Stein
Mount Prospect, IL

Terrific! Thanks, Carol.

TIP SOURCES

You have great hints for Nintendo games, but I was wondering how I can get hints for games designed for the NES by other companies?

Kevin Nick
Erie, PA

You'll find that in Nintendo Power. We feature the hottest tips for games designed both by Nintendo, and by our assorted licensee companies. Also, our Game Play Counselors at (206) 885-7529 would love to help you with hints for all games made for



the NES. And, if we don't know the answers to your toughest questions about licensee games, we'd be happy to let you know who to contact for more information, as many of the licensee companies also now have game counseling services.

THE ART OF PLAYING

I am a 15-year-old 9th grade student at St. Edward's Upper School. I have a 13-year-old brother who attends St. Ed's Middle School. We live about a mile from school. So, being under the legal age to drive, I take my custom made golf cart to school while my brother prefers to get a ride from Mom.





My brother and I are very different from each other. He is the athelete of the house and I am the artist. While he wants to swim and play basketball, football, and tennis, I would prefer to draw, sculpt, make home videos, and create.

One thing we do have in common is that we both love the NES! We spend hours playing games on it and eating popcorn in our spare time. It's a great way for us to spend time together as brothers.

As I said, I am the artist of the house. I enjoy working with modeling clay and animating my clay figures on video. The cover of the first Nintendo Power interested me very much. So, I tried to make my own Mario with clay. It was a success. I also made a Mouser, Cobrat, and Pokey. I thought you might like to take a look at them.

Trevor Moynihan
Vero Beach, FL

Terrific clay figures Trevor! We'd like to thank all of the artists that send us their interpretations of scenes and characters from NES games. There are a lot of talented Nintendo enthusiasts.

PROBLEM SOLVED

I am a high school English teacher, a newspaper columnist, and a father of an 11 year old who received an NES for Christmas. I want to compliment you on the quality of your equipment and games. He is totally absorbed and in love with this new toy, as is every child in the neighborhood who has taken up secondary residence on my living room floor.

As an educator I am concerned with video saturation. I've always been mildly approving of video games as long as the cash and time involvement was not too great. They are fun. I play them myself. However, I want my son to develop more than hand-eye coordination. I believe your company offers great potential for being accepted by parents as well as children because several of your game cartridges require so much more than simply quick reflexes. I'm referring specifically to The Legend of Zelda and Zelda II—The Adventure of Link. The level of critical thinking and problem solving required make these games an acceptable challenge for the son of a school teacher, and I am able to whole-heartedly defend you against the critics among my peers.

I am writing with a suggestion for the future that you expand your line of "thinking games". The buzz word "critical thinking" is a hot issue in the educational world. Conferences abound on this topic. Teachers and parents are stressing children's deeper involvement in problem solving, strategic planning, and inductive and deductive logic. This could be one of Nintendo's trends for the future.

Steve Gibbs
Benicia, CA

Thanks for your comments Steve. A growing number of NES games use problem solving, map making and other activities that require thought. This makes them both challenging and educational.

PLEASE SEND US YOUR LETTERS!
If you have a question, or comment, write:
NINTENDO POWER-MAILBOX
P.O. Box 97033
Redmond, WA 98073-9733

ZELDA II

The Adventure of LINK™

In the last issue we followed our hero Link on his great quest. Many secrets were revealed in the first four palaces, but now is the time to go beyond!

Link now makes his way to the Fifth Palace, located on a storm battered island off the coast of Hyrule. Already his thoughts have turned to the hidden Sixth Palace, but an item of great importance must first be found. As he continues, enemies become meaner and the palaces more puzzling. Link must always be prepared, and he raises his levels of Life and Magic at every opportunity.

Items Link must have

To gain Attack strength and Power Link must earn Experience Points in battle. But boosting his Life and Magic levels proves easier. On these maps you can see where Link discovers some helpful items. He knows it is a good idea to find these Power-Ups as soon as possible, as increased levels of Magic and Life will help him to defeat most enemies, which in turn will help him earn the critical Experience Points that he needs to build the strength of his sword and arm. Just as in his previous adventures, Link knows that half the battle is staying alive, and in time both Magic and Life will play a role in his success.

1-Up



1-Up Link dolls allow him an extra play.

Fairy



Find one of these to restore Link's life.

Magic Container



The Jar adds 16 points to the Magic Meter, and fills it up, too.

Heart Container



Increases the Life Meter by one and refills the meter to its maximum.

Treasure Bag



Experience Points are stored thus—sometimes hidden or won in battle.

Bagu



Before Link can cross the river in Saria he must speak to Bagu.

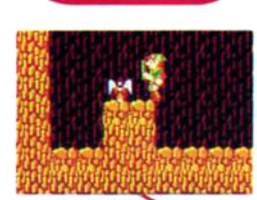
Important Locations:

Magic Container



The Magic Jar will be much easier to find if Link already has the candle from Parapa Palace, for it is hidden here in the dark cavern.

Goddess Statue



From a cave in the Tantari Desert Link will get a statue of a goddess. With this he returns to the town of Ruto and speaks to the wise man who lives there. He teaches Link Jump Magic for having brought the precious statue back to its rightful home. The ability to leap high using Jump Magic will be vital to Link's quest.

Heart Container



Link makes sure to pick up this and other Heart Containers, as the extra Life he will gain from them is invaluable.

Fairy



In a patch of woods near the cave, Link will come upon a fairy who will restore his Life before he enters the dark cave.

Treasure Bag



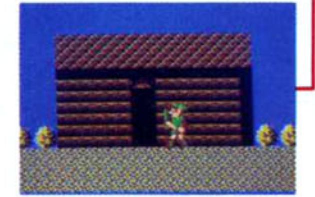
In the cave north of the Midoro Swamp, Link finds a Treasure Bag worth 200 experience points.

1-Up



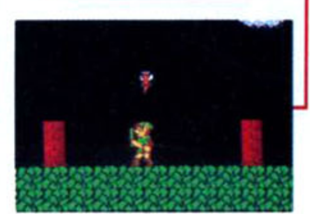
In a formation of stones near a blocked cave by the swamplands he discovers a small Link doll, which gives him a 1-Up.

Bagu



In this forest, teaming with pesky Megmats, Link comes upon a log cabin and its owner, Bagu.

Fairy



To fill up his Life Meter before venturing further, Link visits the Fairy near the bridge.

King's Tomb



In the middle of the graveyard is the King's Tomb. Find the Red Jar in the graveyard and take it.

Red Jar.

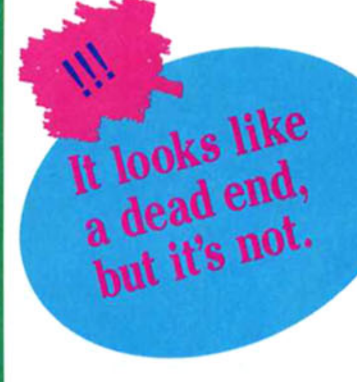


With his Magic nearly spent, Link comes here to claim the Red Jar, which refills his Magic.

The Fifth Palace

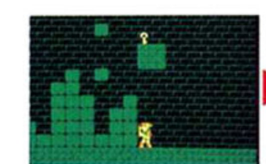
Off the coast of East Hyrule lies the island of the Fifth Palace. Inside Link encounters the Fiery Moa, and though later he will battle this creature, for now he decides to leave it alone. Somewhere ahead he will also walk through a wall as in The Legend of Zelda.

Before challenging the Palace, Link builds up his Attack and Magic to seven and adds Life by taking the path over the sea—going north then east—and finds a hidden Heart Container.



Experience Wanted!!

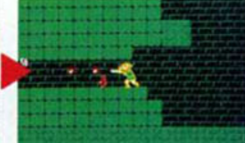
In the room where blocks rain down, Link can greatly increase his Experience Points. With each shot he can earn 50 or 200 points.



He waits for all the blocks to fall.



Makes a stairway up to the third block.



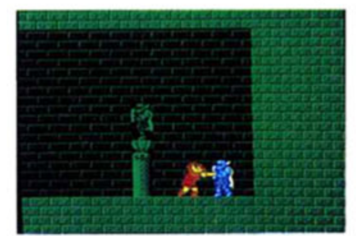
Attacks the Moas that fly at him.



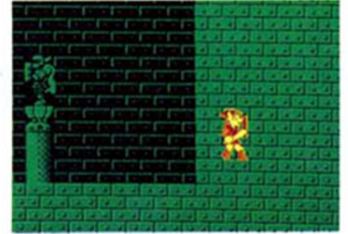
Keeps attacking for the maximun points.

!!! It looks like a dead end, but it's not.

Ironknuckle seems to be guarding a blank wall, but Link presses on, undeterred.



When battling Ironknuckle, Link keeps close, using his Shield Magic for defense against the swords he throws.



Once Ironknuckle is defeated, he can pass through the solid wall at the back of the room.

Entrance

KEY

KEY

KEY

How to beat Gooma!

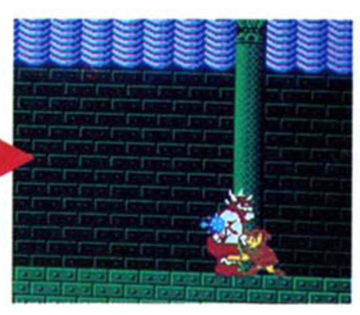




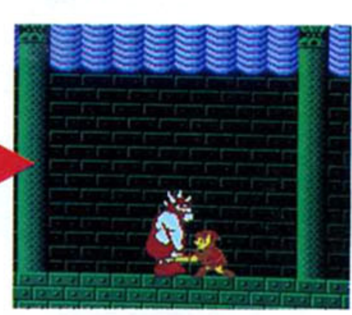
Gooma, the giant troll who swings an iron spiked mace, protects the statue in which Link must place the fifth crystal. Avoiding his mace by jumping and dodging, Link then leaps in close and uses his sword when Gooma tires.



Link prepares for battle by using Shield and Jump Magic, then stays well back when Gooma swings the heavy mace.



Even Gooma cannot forever swing his weapon. When he rests, Link ducks in quickly and attacks low!



Link's advice: take the opportunities as they come; be patient; dart in and dodge back.



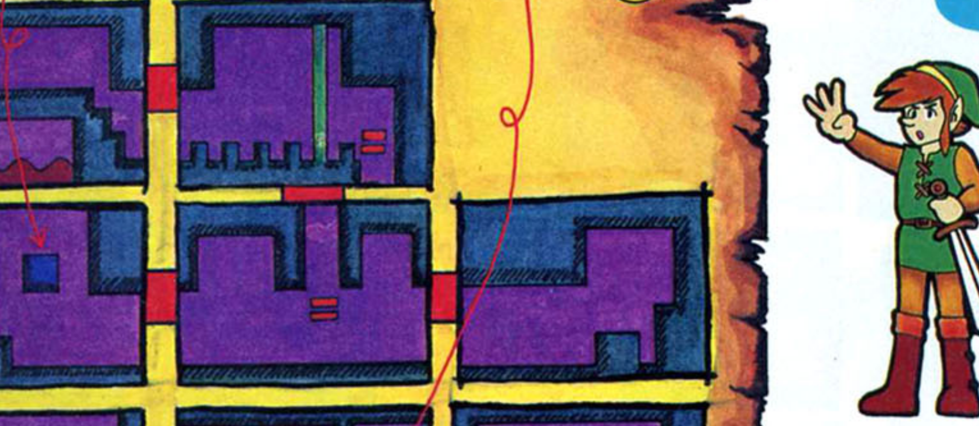
Using Reflect against the Fiery Moa.

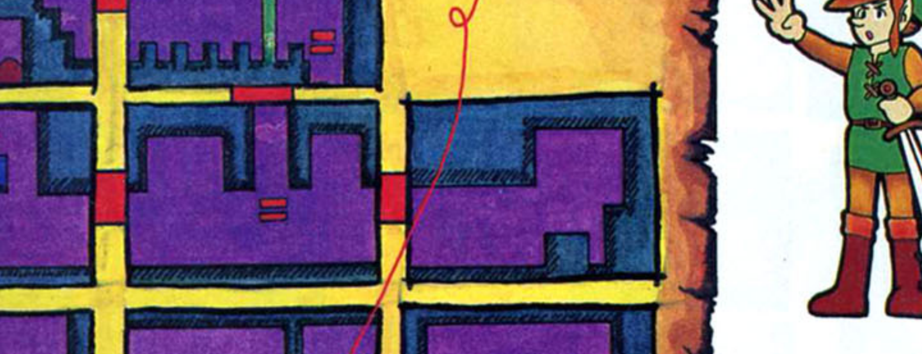
What now?

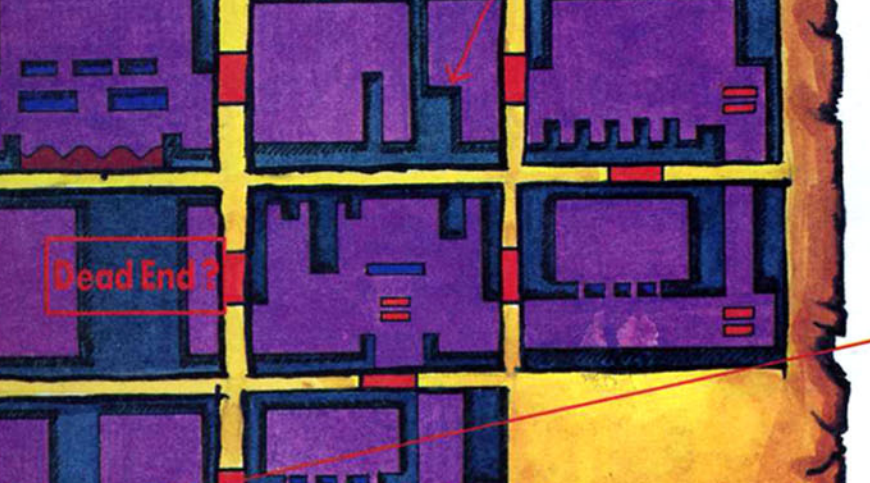




Back in the Fourth Palace he learned to use Reflect against wizards. Here it might be a waste of time.









Beyond Ironknuckle and the walk-through wall, he will find keys and an ancient flute, which is the prize of this island palace. With the flute, Link can reach the southeast of Hyrule and Old Kasuto.

The Sixth Palace-a Dragon's Maze.

The home of Barba the dragon extends seven levels deep with many secrets and pits to trap the unwary. In places, Link must use the Fairy Magic to continue, and throughout the maze he must battle enemies with his other magical options. It is vital that he keeps his Magic levels filled, as he must be ready at every moment to use Reflect or Jump or Shield. Studying the map below, he plans a route to Barba. He will also make notes as he passes through the maze on where the pits are located, because a hole may turn out to be bottomless if he is not careful. Since Link has built up his Attack, Life and Magic back in palace number five, he is ready to begin.

Use Magic!!

The key to success is the wise use of magic.



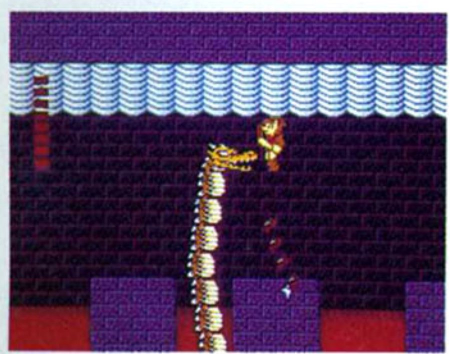
Get the Magic Key!

Since he cannot find any keys in this palace, Link must first get the Magic Key. Search for it in Kasuto. With the Magic Key he can proceed to the Sixth Palace and open up its secrets.

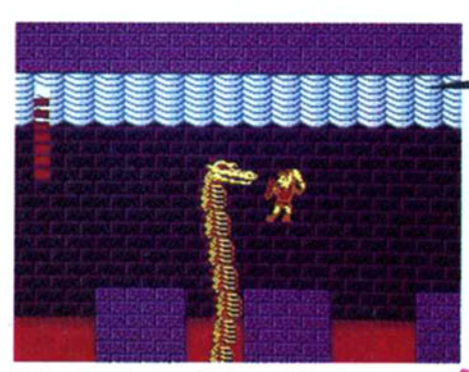
The Battle with Barba!

ZELDA II
The Adventure of
LINK

In Barba's chamber Link comes to three fiery pools from which the dragon rises in flame breathing horror. He prepares for the battle by using Jump, Shield, and Reflect, then stands on the middle column. As soon as Barba appears, Link attacks, then dodges his flames and attacks again when the dragon dives back into the pool.



By standing on the middle column Link is positioned perfectly to attack Barba when he first appears.

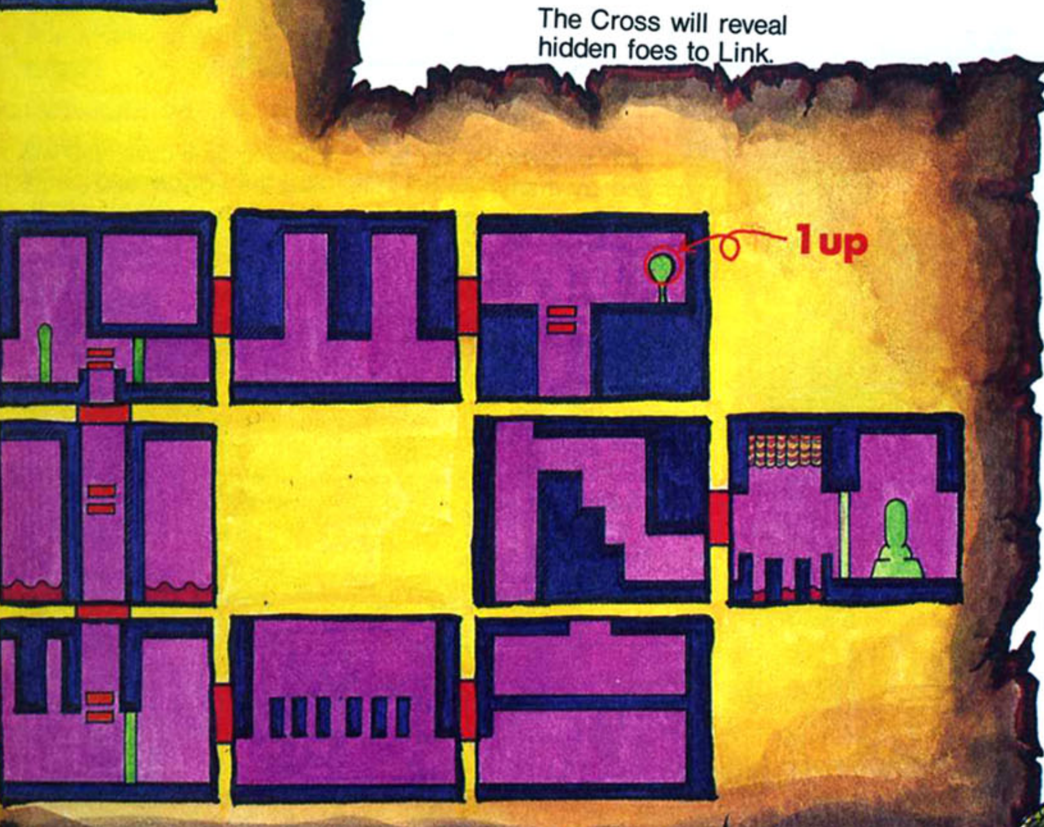


With the help of Jump Magic Link can dodge Barba's blistering breath and counter-attack. Timing is critical.

The Pit!



Not far away from the entrance, Link will find an endless pit that passes through four levels of the maze. He will keep falling over and over through those four rooms unless he sails to the right where in the third room he can land on a ledge and duck through a door.



The Cross will reveal hidden foes to Link.





Nine steps to the Great Palace



Before entering the Great Palace, Link must return each of the six Crystals to the statues in the six palaces. He also must increase all his levels to eight. Here are nine crucial steps that prepare Link for the end.

Step 1:

On the west end of Maze Island, before going to the palace, he searches for a Magic Container to boost his Magic Meter.

Step 2:

On a beach to the east of Darunia, towards Maze Island, Link will find a 1-Up, which increases his life by one.

Step 3:

Close to the Fourth Palace on Maze Island a kidnapped child is being held captive. If he finds the child and returns him, Link will receive a great treasure.

Step 4:

Northeast of the Fifth Palace Link can find a Heart Container in the sea. With his Magic Boots he walks to it, following a secret, watery path.

Step 5:

A river devil blocks the path to the southeast of Hyrule. To get past, Link will need the flute, which can be found inside the Fifth Palace.

Step 6:

In the dangerous swamps north of Old Kasuto Link looks for a 1-Up. Once he finds it, though, he goes on knowing that he can come back for it later.

Step 7:

East of Old Kasuto, on the coast, Link can pick up another Heart Container and boost his Life Meter. By this time his Life levels are completely full.

Step 8:

Northeast of Old Kasuto lies a cavern that leads to the coast. Pass through it, then go into the forest and search for the hidden village of New Kasuto.

Step 9:

In the village of New Kasuto a Magic Container boosts Link's Magic level as high as it will get. Here, also, he will find the Magic Key.

On to the Great Palace...



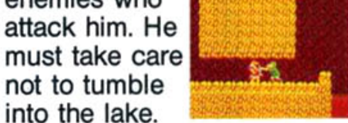
Step 1

The path to Ganon's lair is guarded by many determined foes. Getting through this section can be a trial.



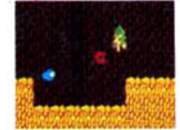
Step 2

Here on the path Link meets enemies who attack him. He must take care not to tumble into the lake.



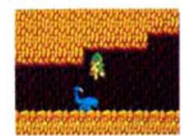
Step 3

With a powerful Spell you can change a Moa into a Boto, making it all the easier to finish them off.



Step 4

Coming to a cave, you will find the Lowder and Acheman monsters which you defeat using your sword and Fire Magic.



Step 5

As in Step 2, this area is difficult to pass without using the Magic spells.



Step 6

Once through the last cave, Link will arrive at the Great Palace and the final step of his long quest.



Live from 'Vegas... Your ace reporter.

NESTER'S C.E.S. REPORT!

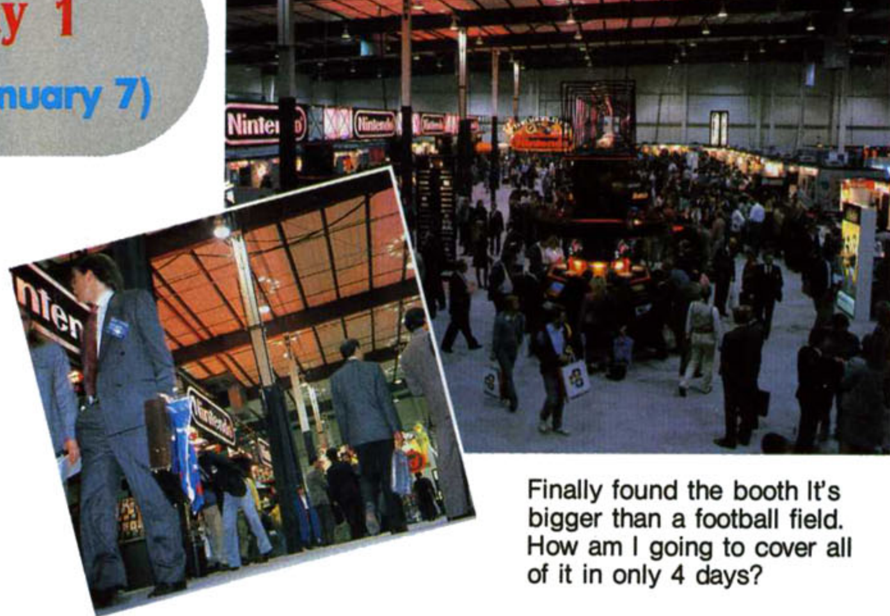
1989 International Winter Consumer Electronics Show

THE WORLD OF Nintendo

On Day 1

(Saturday, January 7)

Nester travelled to Las Vegas for his first Consumer Electronics Show (C.E.S.). Over 100,000 people attend the show, looking for all the latest on what's new in TV's, VCR's, stereo's and best of all, video games. The Nintendo booth showcased Nintendo's own games, as well as played host to its 35 licensees and their titles. We knew he wouldn't have a problem finding the booth, it was the biggest one at the show.



There are so many people. I don't know where to start!

Finally found the booth It's bigger than a football field. How am I going to cover all of it in only 4 days?



Nintendo Power! . . . Hello everyone! !



This reporting stuff is hard work.



On Day 2
(Sunday, January, 8)

This is incredible! There are so many games I'll never get to see them all. I'll cover as much as I can and let Pak Watch pick up the slack.

START

BANDAI



10:00 AM—My first report. This is great! This Mega Controller is like a mini-computer.

CAPCOM

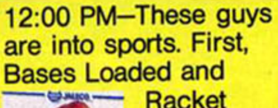


10:50 AM—These games look hot! Mega Man 2 has mega graphics. More later.

SUNSOFT

11:30 AM—Saw Terminator prototype . . . plays like Dragon's Lair. An Addams Family game? I'll come back.

JALECO



12:00 PM—These guys are into sports. First, Bases Loaded and Racket Attack . . . Now Hoops and Goal.





DATA EAST



1:40 PM—Bad Dudes, one of my favorite arcade games is coming. Robocop still not complete. And now, Heavy Barrel too!

NINTENDO





Nintendo showed two new Zapper games—To the Earth and Trick Shooting. And, a really hot NES version of the Pinball game, Pinbot!



TECMO

2:30 PM—Met the Ninja from Ninja Gaiden plus this baseball guy.

SNK

3:50 PM—I was hoping Lee Trevino would be here.

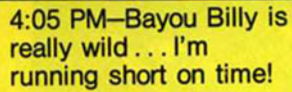
ACCLAIM





3:30 PM—Wrestlemania's a big hit here. I'll cover new title Ironsword later.

KONAMI



4:05 PM—Bayou Billy is really wild . . . I'm running short on time!



ULTRA

4:30 PM—TMNT is ULTRA cool! Out of time . . . That's it for today!















On Day 3

(Monday, January, 9)

So little time, so many games. I could spend weeks and still not cover everything.

AMERICAN SAMMY

10:00 AM—Another Ninja game? Ninja Taro. I've got a lot to see today.



HI-TECH

10:25 AM—More Sesame Street and muppet madness here.



VIC TOKAI



10:40 AM—First Golgo 13, now Kid Kool . . . ?

Faxanadu is a great adventure game like Simon's Quest. Good news . . . Power Pad now sold separately. The World of Nintendo area has cool stuff.



ACTIVISION

11:30 AM—Classic Comedy . . . digitized voices . . . different, but I like it.



GAMETEK

1:30 PM—These guys really know their game shows.



Future programs—Double Dare, Family Feud, Password and Concentration.

FCI

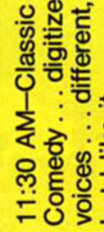


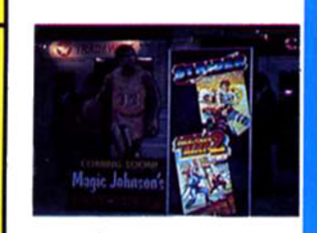
2:00 PM—They turned their space into a castle to match the theme of Ultima.

LJN TOYS

2:45 PM—Jason makes me nervous. I think I'll come back later.









MILTON BRADLEY

4:15 PM—Bird vs. Jordan, One-on-One. I count 3 B-ball games! That's all for today.

BRODERBUND

4:00 PM—This place is really crowded . . . and it's not just to see the game Guardian Legend. I'll tell you later.



HAL

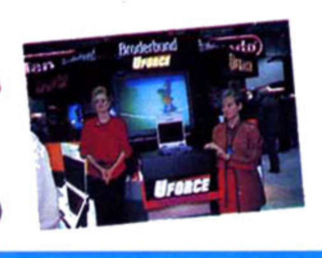
3:20 PM—This same guy hogged the Air Fortress game all day!

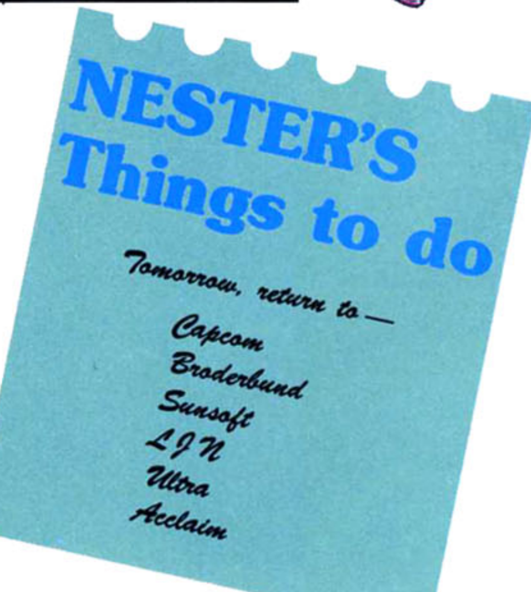




GOAL



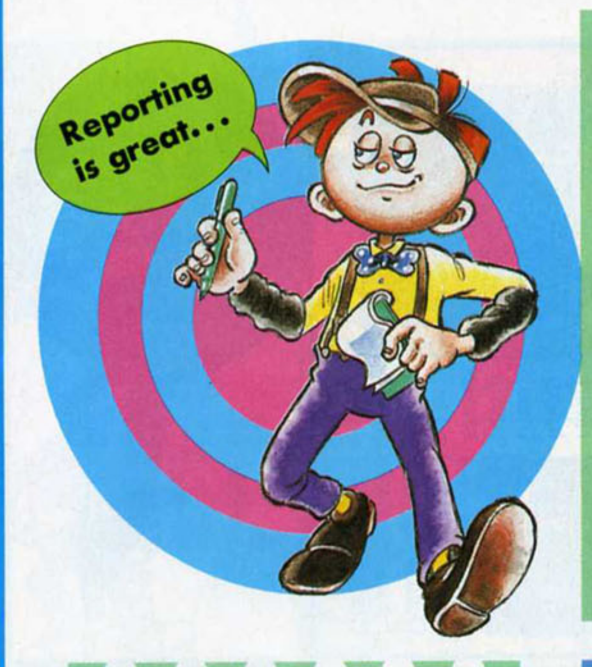






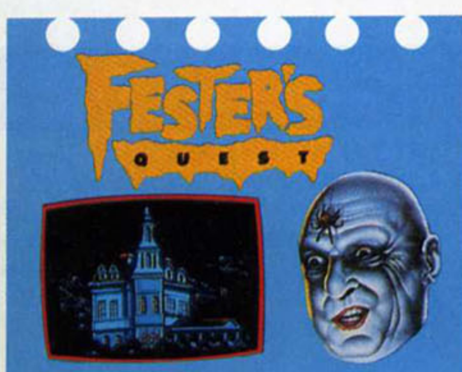
On Day 4
(Tuesday, January, 10)

Finally I get to spend some time playing. Now you'll get the real inside story from someone who's there.





I liked Wizards & Warriors and I love this sequel–Ironsword. They put in greater depth, graphics, role playing and a password feature.



Remember Uncle Fester from the Addams Family? Sunsoft sends him on a bizarre adventure with really radical background music. I like it.

Who Saved Roger Rabbit? Save Toontown yourself. They've got stuff stashed everywhere. There's a car you can drive and you have to tell jokes to keep Roger out of hot water. Looks great!





Mega Man 2
This game is incredible. Graphics are huge and detailed. A major challenge, but the new style password helps.





T.M.N.T.
Worth the wait, this game's a lot of fun. Take it from me, or read the preview in this issue.



LJN
I want to share this exciting news. Plans are in the works for Back to the Future, Beetlejuice, Pictionary, and Punisher! I love it!!

Broderbund
U-Force is the future. It's a controller that senses the movements of your hands without you ever touching it. It doesn't work with all games but imagine playing Punch-Out!! with just your fists. Due out this fall, should be priced around $75.



Lucky kid. Reed got to demonstrate U-Force for 4 days!

BIG SURPRISE!!

Power Glove By Mattel

Move over Michael Jackson. This glove will make you a video superstar. Called the Power Glove, this controller by Mattel should be out by Christmas. It works when you move your hand in front of the screen, flexing your fingers, or by pressing the control buttons on your wrist. It's super high-tech, like something out of a sci-fi movie. Technically, it works with ultrasound. The demo games included a handball game (looked easy) and a tank commander game. The hand on the screen followed every move you made—flipping switches, pressing buttons, firing the cannon. Mattel says it should be under $90. This is amazing! Part Player, Part Machine, you've got it all.



The box is as cool as the glove.





WIN A TRIP TO SUMMER C.E.S. IN Chicago



CONTEST RULES

Contest Rules

To enter, just print your name and address on a postcard, and mail to:

NINTENDO POWER
Summer CES Contest
P.O. Box 97033
Redmond, WA 98073-9733

One entry per person, please. All entries must be received no later than May 1, 1989. No responsibility is assumed for lost, stolen, or misdirected mail.

Winners will be selected in a random drawing from among all eligible entries received, on or about May 15, 1989. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after May 15, 1989 by sending a self addressed envelope to the address listed above.

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

This contest is void where prohibited by law, and is subject to all federal, state, and local laws and regulations.

Trip for 2 to Summer CES Show: Nintendo will arrange air travel and hotel accommodations 3 nights for the winner and the other of his/her choosing. If the selected winner is under the age of 18, the winner must be accompanied by parent or guardian. The Summer CES Show is effective through June 6th 1989, subject to accommodation and airfare availability. Some restrictions apply.

Ryu is the ultimate Ninja. He's out to avenge his father's death and save Earth at any cost. He has a purpose, he has skill, and now he has you to help him.

NINJA 外伝 GAIDEN



How you play

Ninja Gaiden is more than a game. It's also a tale told in Cinema Display scenes. But it's action-packed, too. During the Action Scenes you defeat enemies and find weapons. So the more Action you clear the more story you'll see.



Action Screen: With sword in hand, Ryu battles his way forward into a tide of crass creatures and low-life, evil Ninja zombies.



Cinema Display: Solve the riddle of Ryu's legacy, or, if you've seen it before, push Start and skip ahead to the Action.



Ninja Ways & Means

For thousands of years Ninjas like Ryu have practiced the arts of breaking and entering. Now you must learn these skills.

Wall-Spring Jump

Push B, and away from the wall on the Control Pad, and Ryu springs off the wall and attacks.



Wall Climb

Use Wall-Springs back and forth to climb chimney spaces formed between walls and columns.





Select Options

Each time you choose a new Option it will replace the previous Option. Take the best Option for the area.



Vertical Climb

Push the Control Pad away from the wall, jump, then push back toward the wall quickly.

Ninja Items

The Right Stuff

In each Action area you will find hidden items inside streetlights and torches. Hit the lamp with the sword and an item will appear. Sometimes it is an Option and at other times a Power Boost or Bonus.



Fire Wheel

For a limited time the Fire Wheel revolves around Ryu, burning all his enemies.





Power Boost

Ryu needs to gain power so he can use the Options. The Red Boost=10 and the Blue=5.



Bonus Points

Score big with the Red Bonus worth 1000 points, or the Blue, worth 500 points.



1-Up

Take this little Ninja and Ryu will gain one extra Life.



Time Freeze

Once you claim this hourglass, all enemies will freeze for five seconds.

Regain Physical Strength

This item restores up to six damage units on Ryu's Life Meter if he has been wounded.

NINJA 外伝 GAIDEN

Ninja Options

To use one of these super Ninja weapons, Ryu must expend Power points. The Ninja Star uses three points. All others use five points.



The Ninja Windmill Throwing Star

Like a boomerang, the Windmill Star lashes out then returns to the thrower.





The Art of the Fire Wheel

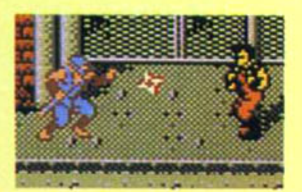
Ryu, like all Ninjas, is a master of weapons. Perhaps this is the best. A hot fistful of flaming rockets shoots upwards and diagonally at the enemy.





The Ninja Throwing Star

Ryu never misses a throw straight at the enemy if he is within range.





Jump and Slash Ninja Fighting

A secret of the old Ninja schools. Spin through the air and your sword is like a buzz saw.



Act 1 Destiny

Area 1 Galesburg

Map

Start

Use the Wall-Spring Jump to get beyond the store. Jump to the platform and then to the sign.



Attack Dogman while crouching. If you don't beat him here, he'll hound you to the end.



Act 1–Stage 1: The Hidden Items in this area are inside the streetlights. When Ryu strikes them with his sword, an Option or Bonus is revealed. Then, by touching the prize, Ryu takes it for his own.



Action Screens scroll in a straight line.

Power Boost (Blue)



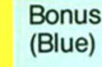
Power Boost (Blue)



Power Boost (Red)



Ninja Star



Bonus (Blue)

Power Boost (Blue)



Power Boost (Blue)



Bonus (Red)



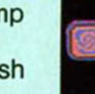
Bonus (Blue)



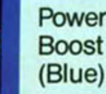
Art of the Fire Wheel



Jump & Slash



Power Boost (Blue)

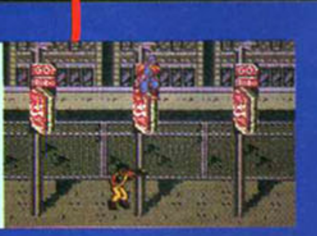


Fire Wheel





Climb atop the sign and hop from one sign to the next to avoid enemies. Ninjas do not fight unless they must.



The Fire Wheel gives Ryu "invincibility", but the cost is high as all his Power will be used up in a very short time.



Story of Act 1

Prologue

Ryu's father, like his father before him, was a master Ninja, too. One night in the glow of a full moon he met an evil Ninja who had a secret purpose and a sword as sharp as his wits. In anger and loathing the two master warriors rushed at each other across a sea of grass like rams determined to butt heads. At the height of the leap their swords clashed with a flash of lightning and a clap of thunder. Ryu's father fell, smitten by the enemy Ninja who escaped into the night. The next morning, Ryu Hayabusa learned of the mysterious duel, and he found a letter, which read . . .



If you are playing a second time, or third or fourth time, you may wish to skip the opening Cinema Display. By pushing Start you can launch straight into the Action.



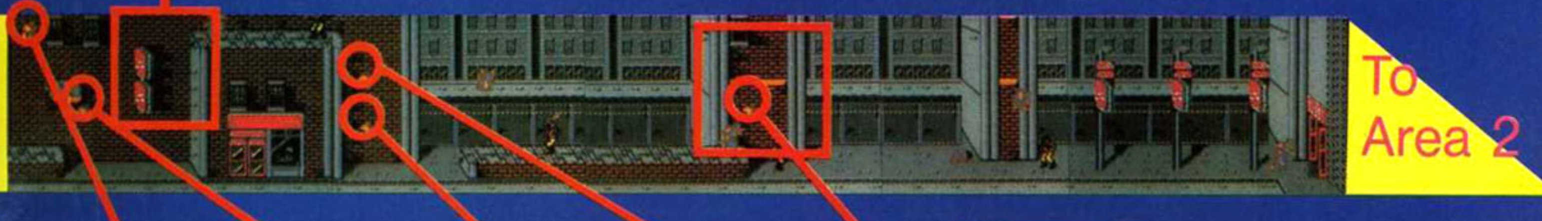
Five Wall-Spring Jumps in a row will take Ryu to the top and keep him on the move.



Leap over this man and whirl around as soon as you land. He won't stand a chance against such tactics.

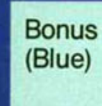




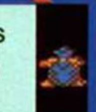


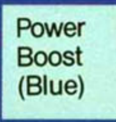
To Area 2

Time Freeze

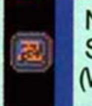


Bonus (Blue)



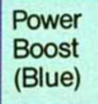


Power Boost (Blue)



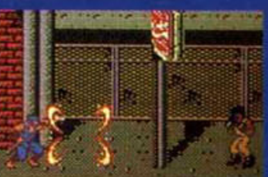
Ninja Star (Windmill)





Power Boost (Blue)



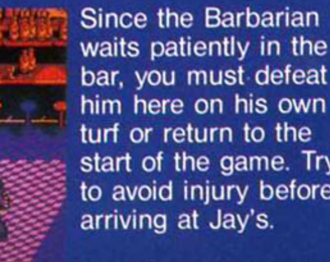


Ninja's don't hack and slash; they use skill and finesse. A stroke too close or timed poorly will not fall.

Area 2 — Jay's Bar



Ducking into Jay's Bar to escape the enemies converging outside, Ryu runs into the Barbarian, who not only owns the tavern, but has been waiting for this very meeting with Ryu–a meeting with a dark purpose. Luckily, the Barbarian is not as strong as he looks. Attack low, avoiding his ax, and you can't fail to win.



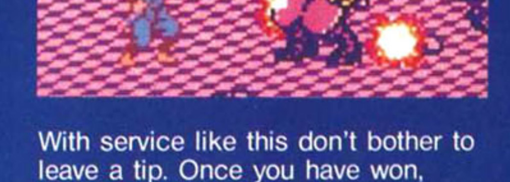
Since the Barbarian waits patiently in the bar, you must defeat him here on his own turf or return to the start of the game. Try to avoid injury before arriving at Jay's.



Alias-The South American Executioner. He is from the dark reaches of the Amazon and leader of the "Malice Four." His mission is to stop Ryu.



Keep your head when he comes at you with his ax, and crouch low. Then use your sword and be patient.



With service like this don't bother to leave a tip. Once you have won, move on to the next Act.

"My dear Ryu: I am about to set out on a duel. If I do not return, take the Dragon Sword, the one kept by the Hayabusa clan from generation to generation, and go to the U.S. There meet my old friend, Walter Smith . . . Ryu, be brave!" So Ryu was given the mission by a letter which seemed to bring a message from beyond the realm of the living, and Ryu vowed to do whatever was necessary to right the wrong. In the Ninja code this meant he must bring justice to the guilty or chase them to the ends of the Earth! But in his heart he was worried, for not only didn't he know the face or name of the evil Ninja, he didn't even know why the man had done such a terrible thing. Was it for money? Power? Or something else that no one could guess . . . ?



I'll avenge the death of my father at any cost!!!





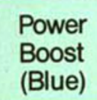
Act 2 The Escape

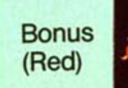


Area 1 — Outpost

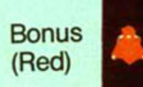
Map

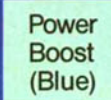


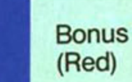
Power Boost (Blue)


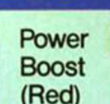
Bonus (Red)



Bonus (Red)


Power Boost (Blue)




Bonus (Red)



Power Boost (Red)


Power Boost (Blue)


Ninja Star


Art of the Fire Wheel


Power Boost (Red)




Ninja Star (Windmill)



In the first area of Act 2 the Hidden Items will be found in the lights that hang on the walls.

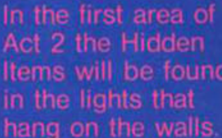


The boxer won't let up if you let him get the better of you. Stay low and wait 'til he's near.



Jumping is a key skill of the Ninja arts. But if you fall in the gap, you lose your life.




Here's a spot to try Jump & Slash, but to do so make sure you have some Power.



If you are here with no Ninja Option, it will be really hard work.

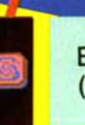


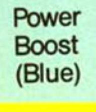
For a quick escape, use the invincible Firewheel, but don't forget it has a time limit.

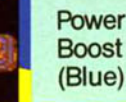







Jump & Slash


Bonus (Blue)


Power Boost (Blue)


Power Boost (Blue)



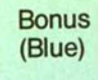
Hidden items in Area 2 are concealed inside these hovering ants. They will provide Ryu with hope during a dangerous journey.

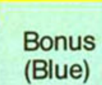


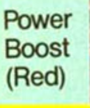
Bonus (Blue)

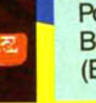

Power Boost (Red)

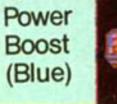

Power Boost (Blue)


Bonus (Red)




Bonus (Blue)





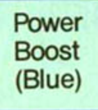

To Area 3

When the action starts getting too hot, push forward and attack each enemy quickly.



Here is a perfect spot to use the Art of the Firewheel. It should take you to the end of the area.




Power Boost (Blue)


Art of the Fire Wheel


Power Boost (Red)

Power Boost (Blue)

Ninja Star

Bonus (Blue)

Bonus (Red)

To Area 2

Bonus (Blue)

Jump & Slash

Bonus (Red)

Power Boost (Blue)

Ninja Star

Bonus (Blue)

Power Boost (Red)

Bonus (Blue)

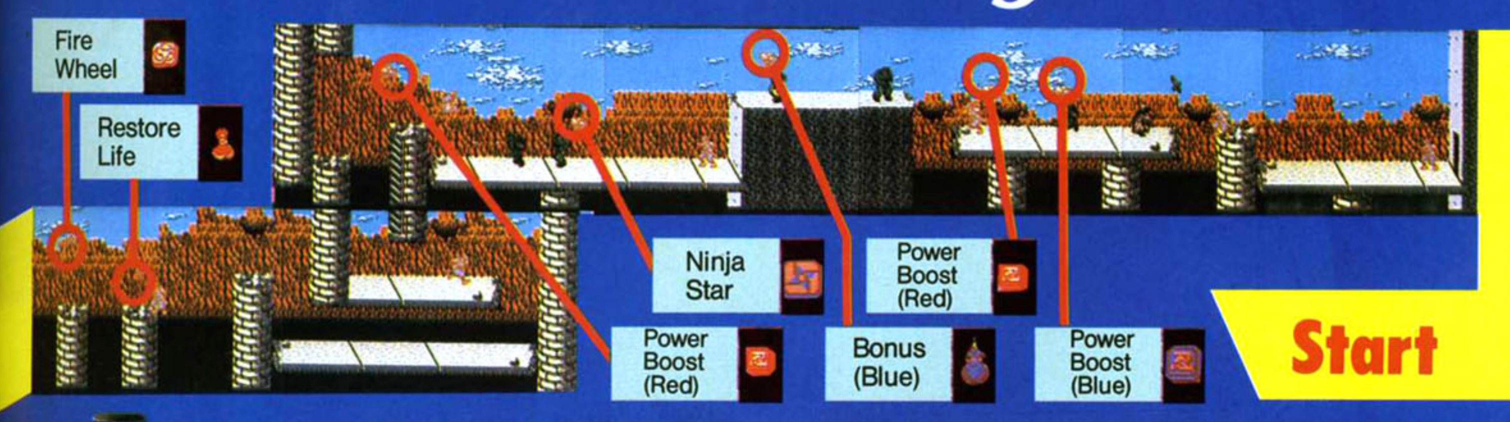
Power Boost (Red)

This Dogman attacks from the left, but a quick Ninja sword will keep you on the move.

If you have the Jump & Slash when leaping for the ladder, you will tend to miss it.

Area 2 — Death Valley





Story of Act 2



After defeating the Barbarian, Ryu discovers that a mysterious woman is there. "You have nothing to worry about anymore. You may go now," says Ryu. "Yes, but . . . I must do something before that," she answers, pulling out a gun. Then a shot rings out, and Ryu knows only the dark void of unconsciousness.

Waking up, Ryu finds himself in a prison cell. But the mystery woman appears and approaches him. "Run away with this, please!" She pushes a statue toward him, urging him to take it. Still groggy and confused from the long ordeal, Ryu takes the statue and finds his way out of the cell. Knowing nothing of his whereabouts, he sets off to escape from the Outpost.



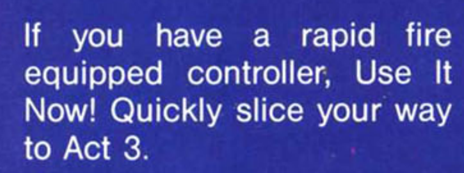






Act 2 Area 3 — Amura's Altar — Area Guard

Bomberhead, the master of Act 2, waylays the unwary with his sickle and chain. Although he is as mean as a South Bronx sewer rat, he's not too tough to beat if you use all your Ninja tricks.



You already know that the Malice Four are part of the plot, but who is the mysterious boss, who's known as Jaquio? Stay tuned to Act 4.

Bomberhead

He's New York's worst, the Lord of Evil, the man with an iron fist. He has the mind of a villain and the strength to take what he wants.

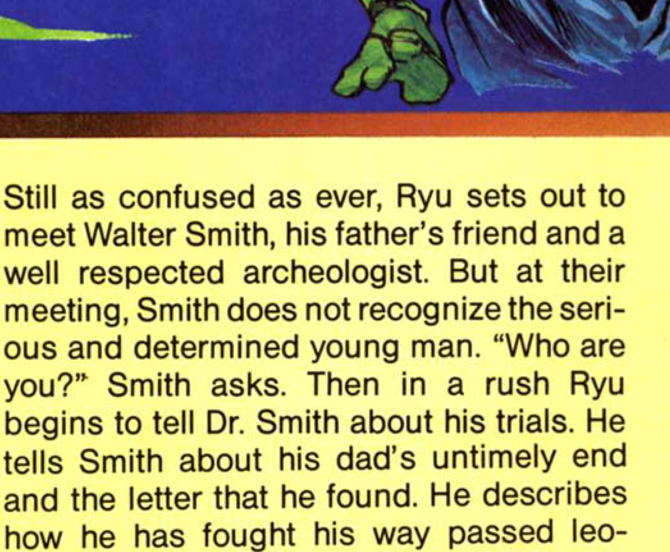
If you have a rapid fire equipped controller, Use It Now! Quickly slice your way to Act 3.



To a trained Ninja, Bomberhead is not a problem. Now it's on to Act 3.



As with the Barbarian, crouch and dart in.



Story of Act 3

Still as confused as ever, Ryu sets out to meet Walter Smith, his father's friend and a well respected archeologist. But at their meeting, Smith does not recognize the serious and determined young man. "Who are you?" Smith asks. Then in a rush Ryu begins to tell Dr. Smith about his trials. He tells Smith about his dad's untimely end and the letter that he found. He describes how he has fought his way passed leopards, boxers, Ninja soldiers, a barbarian and a New York street-lord and how he met a mysterious nameless woman who shot him then gave him a statue. At this point Smith tells Ryu about the Demon Statues.



Walter Smith, the good American archeologist, reveals the secrets of the Demon Statues to Ryu.



Act 3 The Chase

Area 1 Crystal Lake

Map

Start

The Eagle's Attack takes away 3 levels of Life, and the Eagle never quits. Beat it quickly!



The Time Freeze can make the going easy through this area, but fast Ninja reflexes are best.



In Act 3, Area 1, the butterfly hides the items that help Ryu progress past his foes.







Power Boost (Blue)	Power Boost (Blue)	Power Boost (Red)	Time Freeze	Ninja Star	Bonus (Red)
Power Boost (Red)	Art of the Fire Wheel	Power Boost (Red)		Restore Life	Bonus (Blue)



To Area 2

Sometimes it's best to leave items when the action around a hidden location gets too hot.

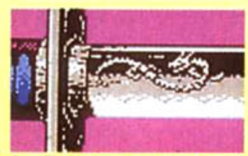


With good timing you can avoid the Eagle, but to take the Restore Life will take more skill.



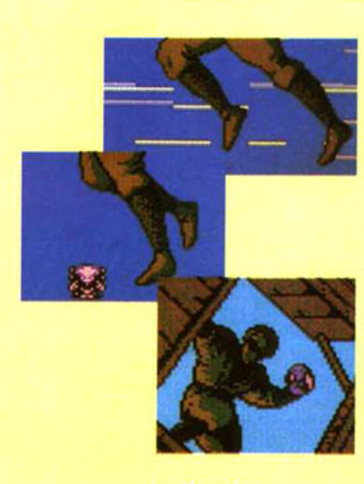
The Eagles might attack at any time, so don't let down your guard until you reach the end.





Smith goes on to say that the two statues were once used by Shinobi, Ryu's ancient Ninja ancestor. Using the same sword that Ryu carries, Shinobi defeated a demon who owned the statues. Sealed inside each statue is a magical force; one holds the spirit of Light and the other holds the Shadow spirit. Ryu already has the Shadow Statue, for it was given to him by the strange woman in Act 2. Finally he begins to understand some of what has been happening. His father's death was somehow linked to the fate of the statues, and so too is Ryu's destiny. But no sooner does Smith finish his tale than a stranger appears and steals the Statue of Shadow.





A Swift Turn of Events!

Act 3 # Area 2 = Lizard Mountains =



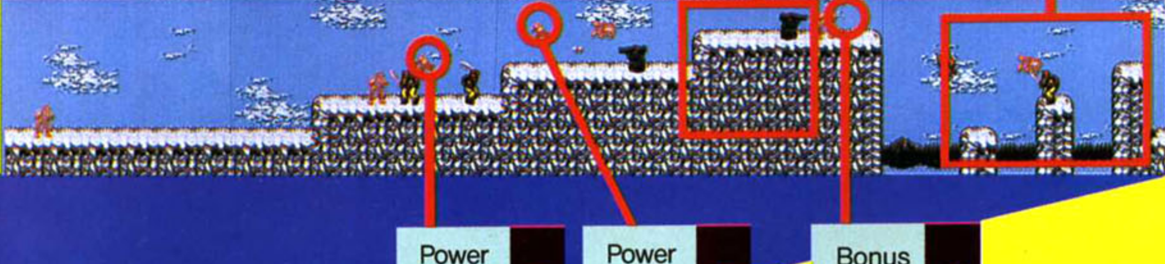
Start

Leap quickly to the upper level and attack the soldier before he can fire the bazooka.



Attack quickly and keep moving. From the column leap to the ledge on the right in one motion.





Power Boost (Blue)

Power Boost (Red)

Bonus (Blue)

Ninja Star (Windmill)

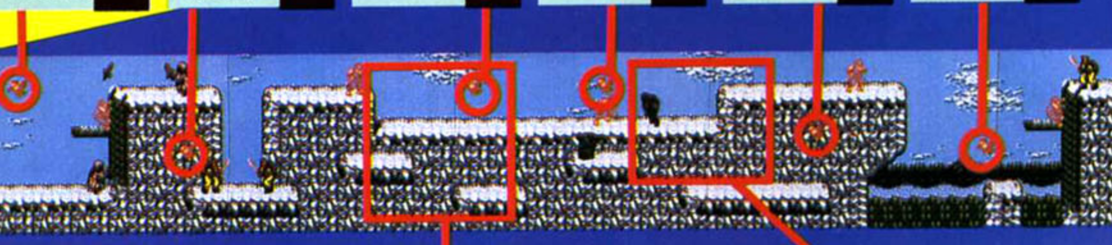
Power Boost (Red)

Bonus (Red)

Power Boost (Blue)

Art of the Fire Wheel

Bonus (Blue)



In Act 3-Area 2 the Hidden Items are inside white-headed Eagles. Always try to collect as much as you can.



Step down to the lower ledge. If you try jumping you may end up on a higher ledge.



Take a breather, but only for a moment as the pursuit is hot on your trail. Jump up to the ledge.













Ninja Know-how

What is a Ninja?

The origins of the Ninja are lost in the mists of time. Some say these Asian arts were first developed by Chinese priests who lived in hiding from a despotic emperor. But others believe the skills of stealth were used first in Japan more than 500 years ago by Samurai warriors whose lives were dedicated to the Shogun. The secret arts of the Ninja made it possible for the Shogun to defeat his many enemies and stay in power.

The Ninja Arsenal

Not all of the Ninjas' weapons are used in this game. Ryu must finish his quest without the aid of the Rope Ladder or the Water Spider that are part of Ninja tradition.

Throwing Star



The most basic Ninja weapon. Some are shaped like a cross, some have many points.

Makibishi



A four-pointed thorn scattered by the Ninja on the ground to stop enemies.

Ninja Sword



The Ninja blade is forged of lightweight but strong alloys and is more durable than other swords.

Sickle and Chain

The chain wraps up the enemy's sword and the sickle is used fo close combat.

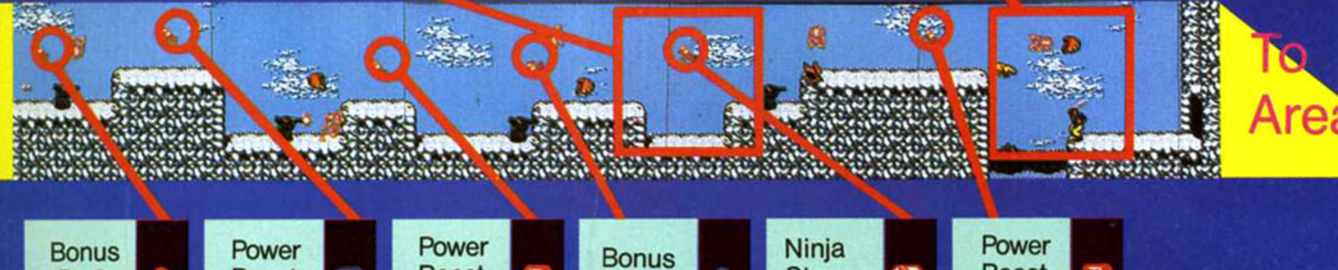




With Eagles and bazookas ganging up on Ryu it's time to use your Windmill Ninja Star.



Time your jump to avoid the Eagles and land when the enemy soldier is away from the cliff edge.



To Area 3

Bonus (Red) 

Power Boost (Blue) 

Power Boost (Red) 

Bonus (Blue) 

Ninja Star (Windmill) 

Power Boost (Red)

Area 3 — Yomi's Cave

Area Guard

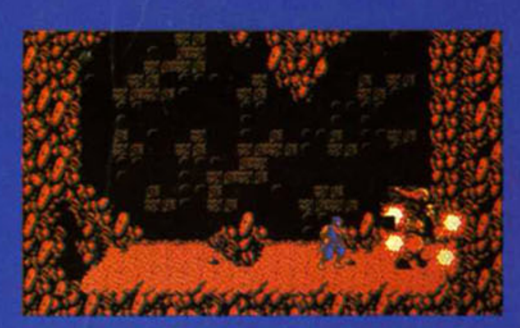


At the end of Act 3 Ryu encounters Basaquer, a Chinese master form-changer and Ninja who was once expelled from an organization called the Five Ranges of Doom for being too cruel. He has since joined Jaquio and the Malice Four. His frightening attack technique includes terrible leaps and filling the room with bullets.

Basaquer was the agent who stole the Shadow Statue from Ryu earlier. He must be defeated, at any cost, but he is not as easy as his predecessors.



Block the bullets with your sword and stay near the spot shown above. Be patient and don't let up.



By darting in to attack Basaquer each time he jumps near you will defeat him.



Formerly a member of the F.R.O.D. (Five Ranges of Doom), Basaquer joined the Malice Four on the insistance of Jaquio.

Many Ninja Arts

The true Ninja uses his arts sparingly, for there are times and places where other simpler methods may be more effective. Shown here are just a few of their secret techniques.



Scroll

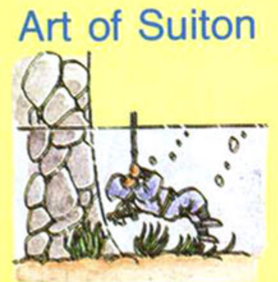
A long sheet of paper upon which is writing. It is the manual all Ninjas study in the pursuit of their special arts. Ninja schools even keep false scrolls in their libraries to confuse the enemy.

Art of Flame Throwing



In addition to protective rings of fire, truly great Ninjas can set mountains afire to escape.

Art of Suiton



The art of hiding beneath the surface of lakes or streams while breathing through a hollow reed.

Konoha Gakure



The art of conceal-ment. A Ninja stirs up a whirl-wind of leaves in which to hide.

Art of Doton



This is the Ninja's method of hiding under the ground to spy on his enemies.

NINJA 外伝 GAIDEN

Finally you see the castle hideout of Jaquio in the distance.

Act 4 A Trap

Ryu finds himself in the ruins of a jungle shrine deep in the uncharted jungle of the Amazon. Here he is beset by the minions of Jaquio, but sensing that the end is not so far away he valiantly pushes forward against the assault.



The Battle in the Jungle



Kelbeross: The guardian of Act 4.

Act 5 Mortal Combat

Caught by Jaquio, Ryu plunges into the dungeon depths through a trap door. He must return quickly.



Act 6 The Fall of the Demon

Across the Death Bridge Ryu enters the inner shrine only to find an unexpected foe waiting within.





Act 4 Prologue

Once Ryu finds the statue for the second time, he returns only to find that Dr. Smith has been killed by Jaquio's men. At that moment, Ryu is surprised by more strangers who appear suddenly and command, "Come with us."

The strangers take Ryu to meet Mr. Foster of the CIA. There he learns of the sad circumstances of Dr. Smith's untimely demise. Then Foster comes to the point of their meeting and he asks Ryu to penetrate the South American stronghold of Jaquio who now has the other statue, and to bring it back—an offer no Ninja could refuse. And so Ryu continues his quest.









HUDSON'S ADVENTURE ISLAND™

Help guide young Master Higgins on his grand adventure to find Princess Leilani.

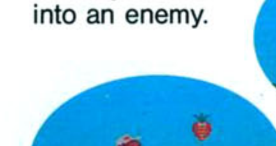


The Evil Witch Doctor has kidnapped the Princess and is holding her somewhere on Adventure Island. It's up to Master Higgins to rescue her. Plenty of challenges await him as he races across the island and maneuvers through a series of traps and obstacles in a desperate attempt to foil the Evil Witch Doctor's demented plan. Will Master Higgins be able to find Leilani in time? It's all up to you.

Getting hit's not the only way to lose energy, so keep moving.

It's Game Over!!

When you run into an enemy.



When you fall off a cliff or platform.

When you run out of energy.





Break the eggs and you can find all sorts of useful items.

Stone Axe.



This is the easiest weapon for Master Higgins to find. Throw it by pressing the B Button.

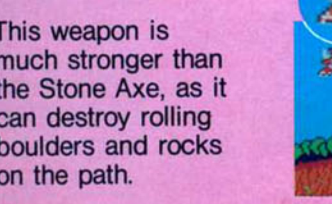
Skateboard

Master Higgins will be able to move much faster on the skateboard, but will be unable to stop.

Fireball



This weapon is much stronger than the Stone Axe, as it can destroy rolling boulders and rocks on the path.



Honey Girl



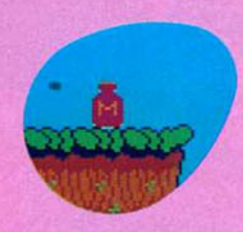
When Honey Girl flies next to Master Higgins for a few seconds he is temporarily invincible.

Flower



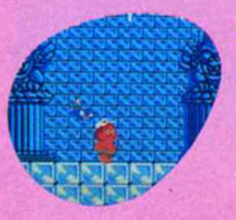
This item will double the amount of energy Master Higgins receives from energy fruits.

Milk



Milk is very good for growing young boys like Master Higgins. Find it and fill up his energy level.

Eggplant



Master Higgins should try and avoid any Eggplants he finds, as they will eat up all of his energy.



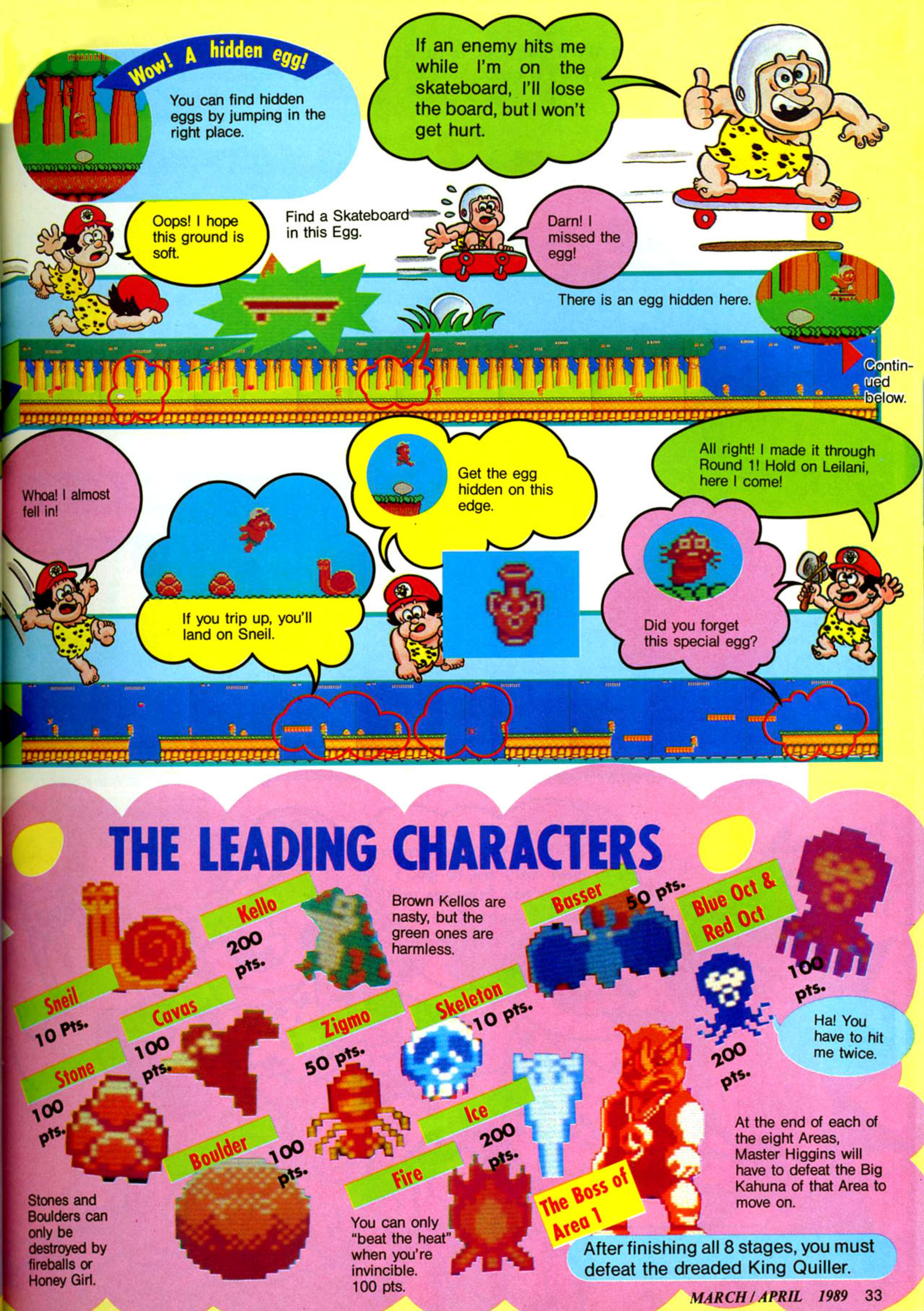
Area 1 Map of Round 1

The adventure begins in a remote forest on the far side of Adventure Island. Master Higgins is very confident that he will be able to rescue the Princess easily, but he will soon learn that this island is not the kind of vacation spot he is used to.

Find a Hidden Bonus Stage!

If you enter this Bonus Stage you can collect a bunch of fruit by leaping from jumping board to jumping board. You can't be hurt by falling in the Bonus Stage, so go all out. (See page 63 for more direction).

Exiting the Bonus Stage takes you to Section 4 of Round 1, letting you skip all of Section 3.



Wow! A hidden egg!
You can find hidden eggs by jumping in the right place.
If an enemy hits me while I'm on the skateboard, I'll lose the board, but I won't get hurt.
Oops! I hope this ground is soft.
Find a Skateboard in this Egg.
Darn! I missed the egg!
There is an egg hidden here.
Continued below.
Whoa! I almost fell in!
If you trip up, you'll land on Sneil.
Get the egg hidden on this edge.
All right! I made it through Round 1! Hold on Leilani, here I come!
Did you forget this special egg?
THE LEADING CHARACTERS
Sneil
10 Pts.
Kello
200 pts.
Brown Kellos are nasty, but the green ones are harmless.
Basser
50 pts.
Blue Oct & Red Oct
100 pts.
200 pts.
Ha! You have to hit me twice.
Cavas
100 pts.
Zigmo
50 pts.
Skeleton
10 pts.
Stone
100 pts.
Ice
200 pts.
Boulder
100 pts.
Fire
Stones and Boulders can only be destroyed by fireballs or Honey Girl.
You can only "beat the heat" when you're invincible. 100 pts.
The Boss of Area 1
At the end of each of the eight Areas, Master Higgins will have to defeat the Big Kahuna of that Area to move on.
After finishing all 8 stages, you must defeat the dreaded King Quiller.

HUDSON'S ADVENTURE ISLAND™

We'll get back to maps of the rest of Area 1 on the next page, but here's a quick look at some of the action from Area 2.

Area 2

The long road to Princess Leilani is just beginning, but Master Higgins will not give up until she is out of danger.

Round 1

This time you start on the beach.



This section is a lot like Area 1, Round 4.



Some of these clouds will drop out from under you.



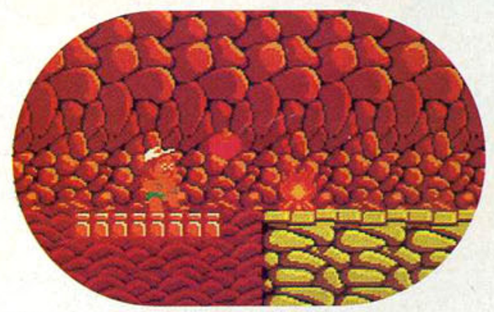
Don't Panic! You're almost there.

You won't want to try and rush through this Area. Let the enemies pass by, and then go on.

Round 2

There are a lot of Cobras in this cave, and they'll spit firesnakes at you if you don't defeat them before they get a chance to spit.

Round 3



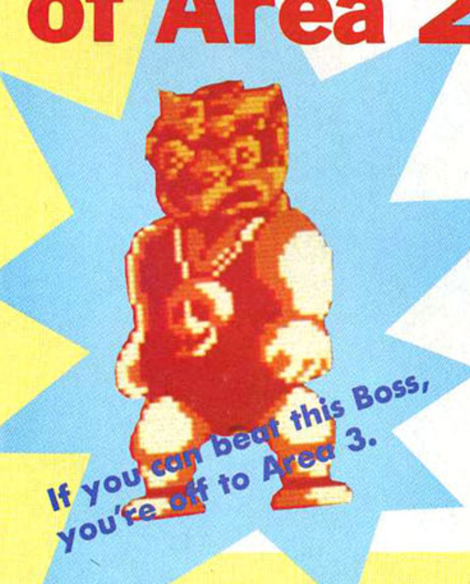
This cave is very tricky because of the moving platforms. Don't let them fool you into jumping too soon.

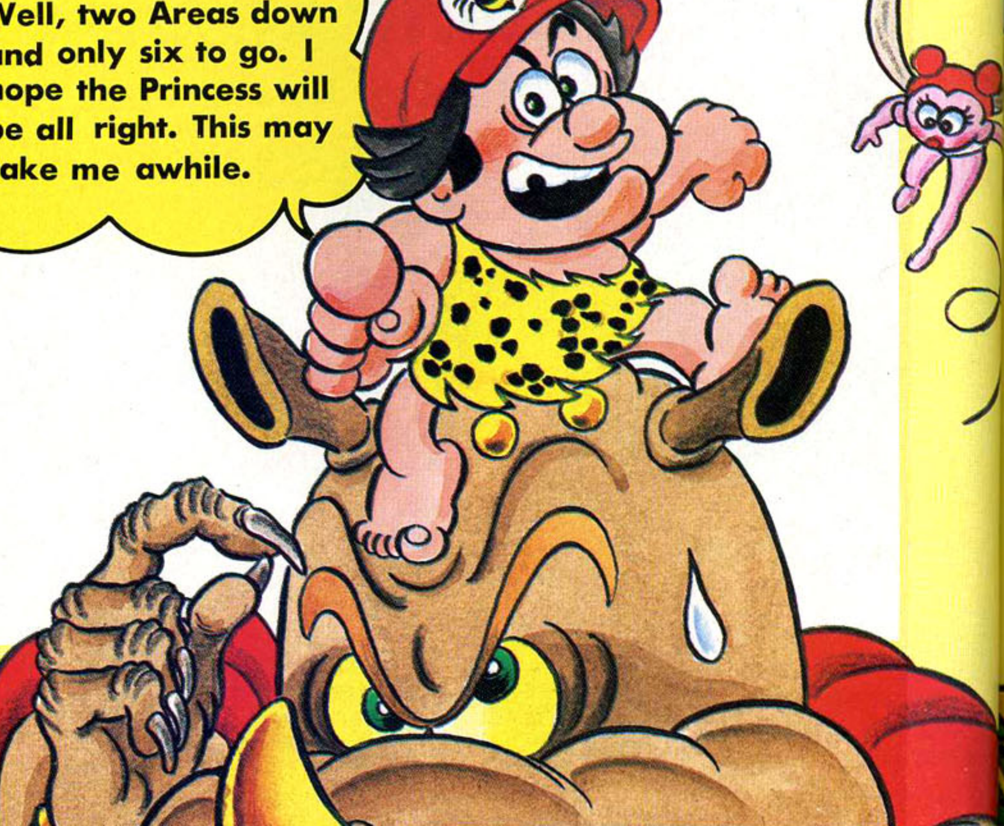
Round 4

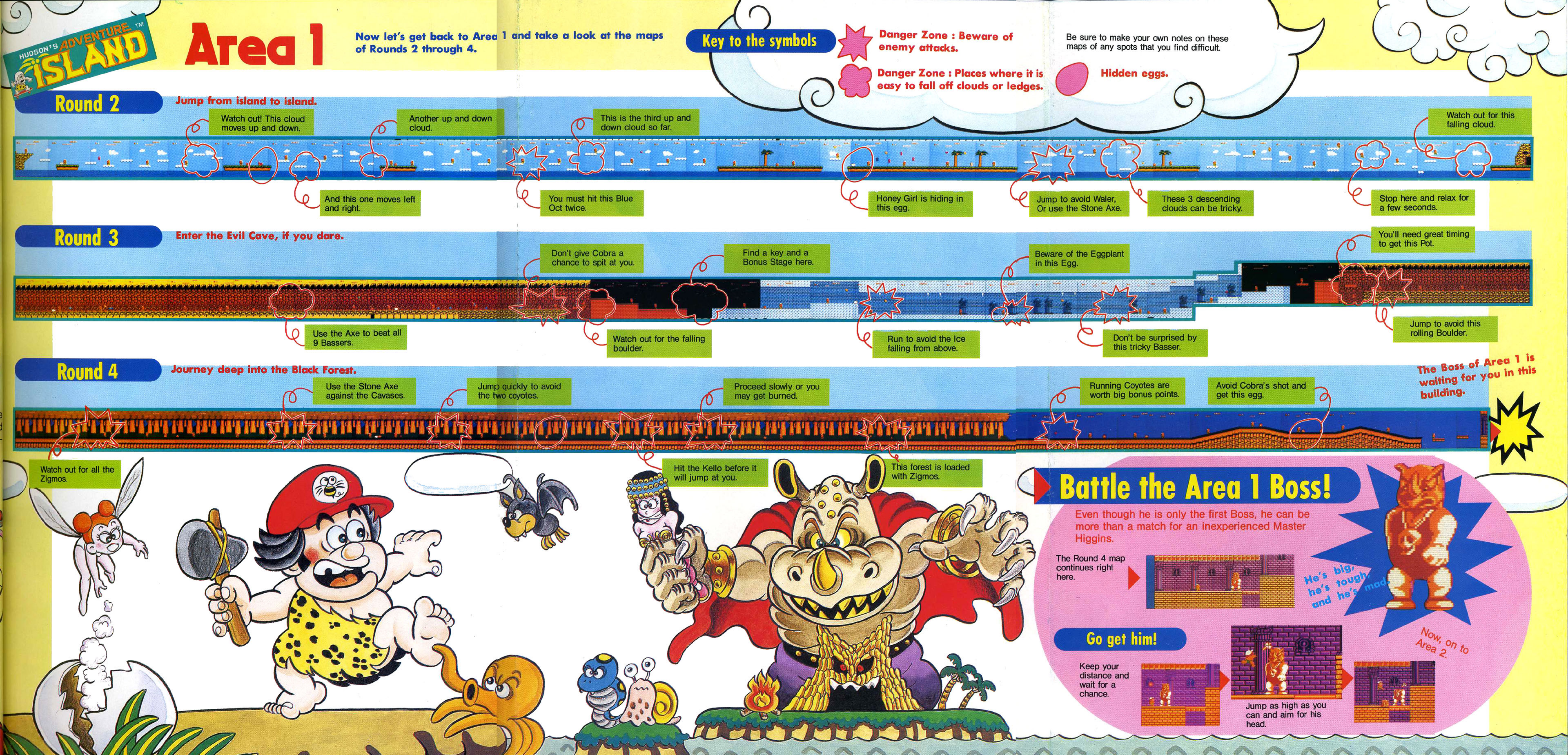


Round 4 is in one of Adventure Island's many forests. This Round will be very difficult if Master Higgins does not have a weapon.

The Boss of Area 2

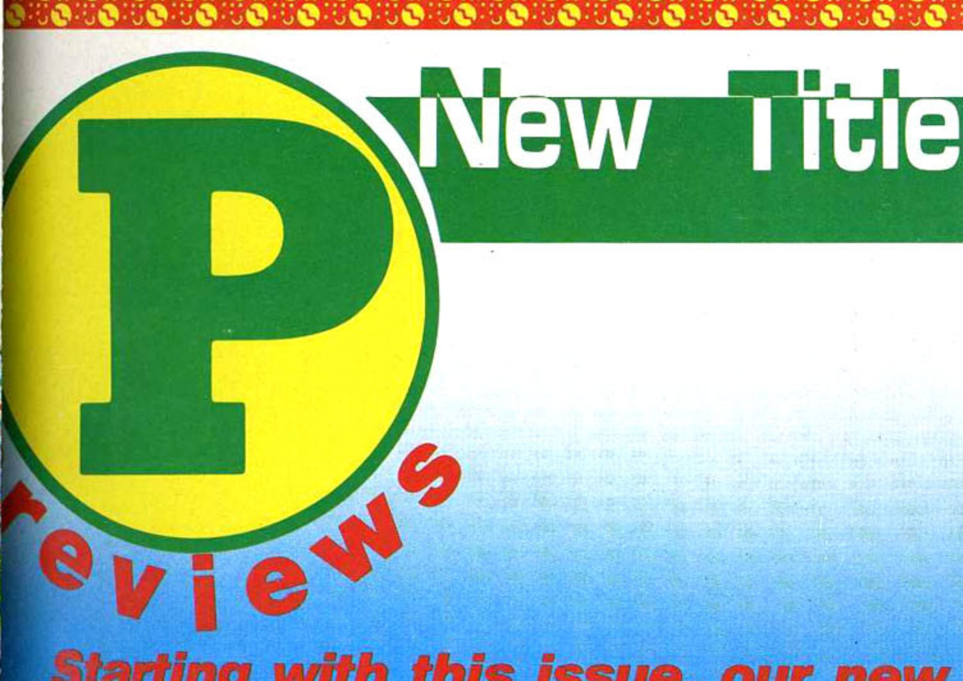






HUDSON'S ADVENTURE ISLAND ™
Area 1
Now let's get back to Area 1 and take a look at the maps of Rounds 2 through 4.
Key to the symbols
Danger Zone : Beware of enemy attacks.
Danger Zone : Places where it is easy to fall off clouds or ledges.
Hidden eggs.
Be sure to make your own notes on these maps of any spots that you find difficult.
Round 2
Jump from island to island.
Watch out! This cloud moves up and down.
Another up and down cloud.
This is the third up and down cloud so far.
Watch out for this falling cloud.
And this one moves left and right.
You must hit this Blue Oct twice.
Honey Girl is hiding in this egg.
Jump to avoid Waler, Or use the Stone Axe.
These 3 descending clouds can be tricky.
Stop here and relax for a few seconds.
Round 3
Enter the Evil Cave, if you dare.
Don't give Cobra a chance to spit at you.
Find a key and a Bonus Stage here.
Beware of the Eggplant in this Egg.
You'll need great timing to get this Pot.
Use the Axe to beat all 9 Bassers.
Watch out for the falling boulder.
Run to avoid the Ice falling from above.
Don't be surprised by this tricky Basser.
Jump to avoid this rolling Boulder.
Round 4
Journey deep into the Black Forest.
Use the Stone Axe against the Cavases.
Jump quickly to avoid the two coyotes.
Proceed slowly or you may get burned.
Running Coyotes are worth big bonus points.
Avoid Cobra's shot and get this egg.
The Boss of Area 1 is waiting for you in this building.
Watch out for all the Zigmos.
Hit the Kello before it will jump at you.
This forest is loaded with Zigmos.
Battle the Area 1 Boss!
Even though he is only the first Boss, he can be more than a match for an inexperienced Master Higgins.
The Round 4 map continues right here.
He's big, he's tough and he's mad.
Go get him!
Keep your distance and wait for a chance.
Jump as high as you can and aim for his head.
Now, on to Area 2.


STRIDER 飛竜 ™
KAZZ
NINTENDO



4 NEW TITLES

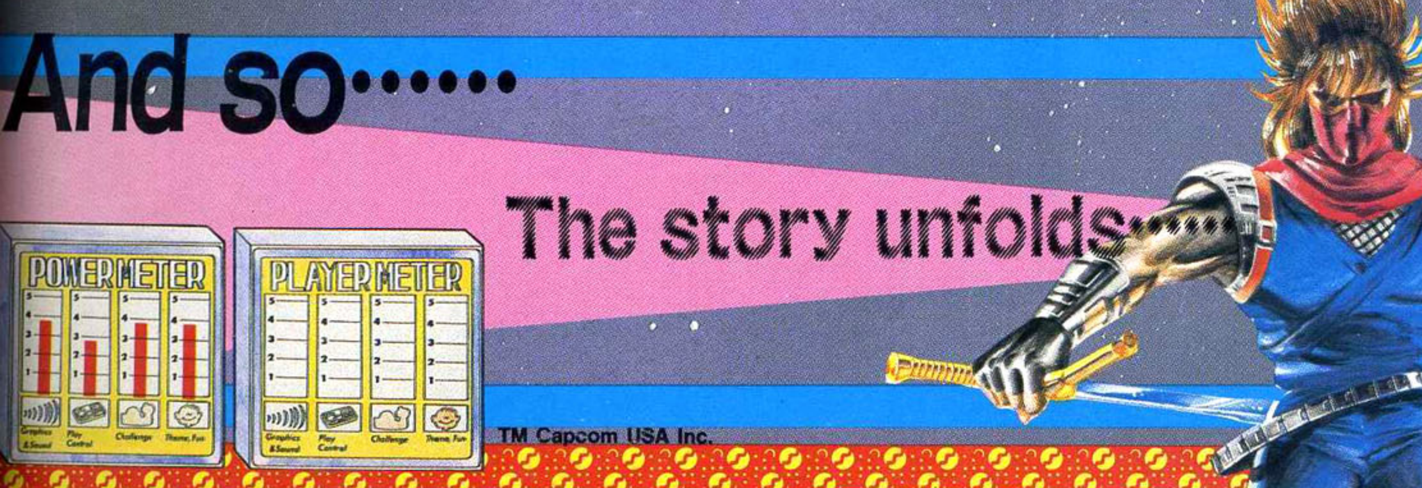
- STRIDER
- COBRA TRIANGLE
- BAYOU BILLY
- TEENAGE MUTANT NINJA TURTLES

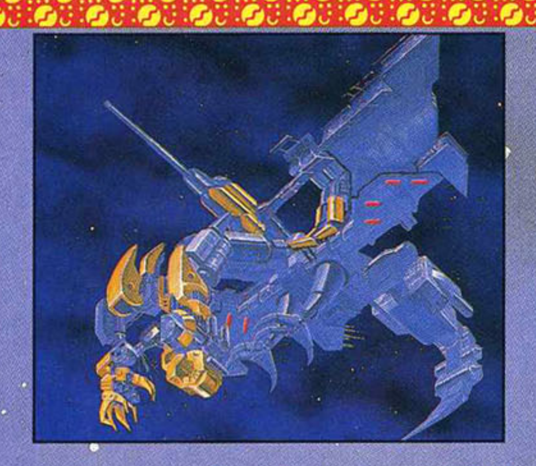
Starting with this issue, our new Preview column will provide you with a look at what we think are the best games to come for the NES. You'll get a glimpse of them here, and a full feature review in an upcoming issue.

STRIDER 飛竜™

Story

Capcom's Strider is an exicting game of deception and intrigue within the confines of a powerful secret organization. Your friends and foes are often undefined as you move through various different areas attempting to uncover the fiendish plot of the "Zain Project." As Hiryu, the strongest and only "C" Class Strider in the force, you will attempt to rescue your lost friend Kain, and save the world from an awesome computer named "Zain." You start onboard the Blue Dragon, your starbase, floating silently above the Earth and receive a message that your best friend Kain has been captured by an unknown enemy. With little to go on except bravery, determination and the incredible Cipher, the weapon of the Striders, you begin the seemingly impossible task of searching an entire world for one man. Join Hiryu, in his single-handed mission to stop the only force that can threaten even the Striders! Coming soon for your NES.



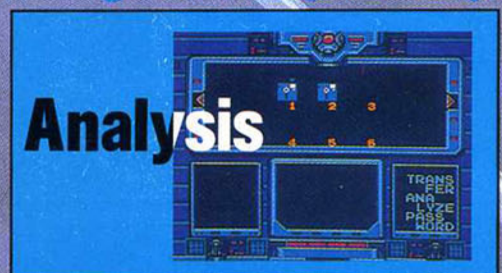


The Blue Dragon floats invisibl above the atmosphere!

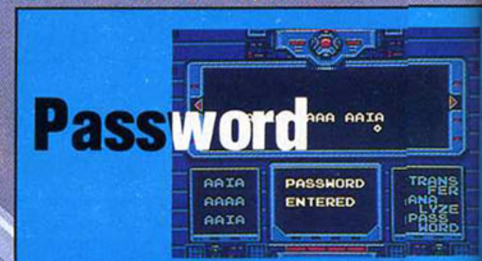
High above the Earth in the security of your spaceshi Blue Dragon, the agents of Strider watch with silent b all-seeing eyes. From here, agents are presented wi three options; Transfer, Analyze and Password. Trans fer sends an agent down to Earth. Analyze examine data collected on Earth, and Password gives you a password to continue yo game. Once it's released, this game will provide plenty of excitement.



With the Transfer option you will be able to teleport down to several locations on Earth.



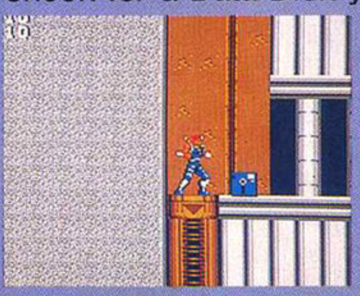
Use Analyze to look at Data Disks you find in various locations. It will provide you with valuable clues.



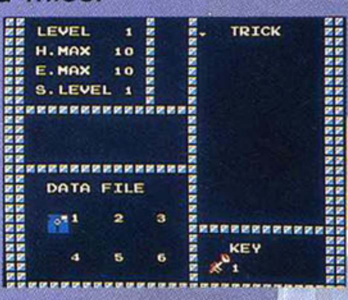
This option will allow you to obtain a password that will let you continue Hiryu's quest to find his friend Kain!

Find the missing data files!

The well guarded Data Files are scattered about and hidden all over Earth. You'll need to find a Data Disk in Kazakh to be able to teleport to other sections of the world. There may be more than one Data Disk per area so you may have to double check for a Data Disk you miss.



A Data Disk may appear if you stand in the right place!



A Data Disk! Return to the Dragon to analyze it for clues!

Watch out for keys!

As you move about the bases, look for keys. Yo will come across many doors that you can't ope unless you have the proper key. You may need move back to previous areas to try new keys ar see if they open doors that you could not ope before. Watch for more tips in later issues.



Certain characters within the bases hold the keys!



In Kazakh are doors mar S2 and S3. You'll need to find the matching keys.

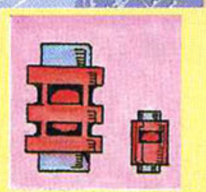
ITEMS

H Capsule



You have two types of capsules. The large one lets you recover ten Hit points, the small one only one point.

E Capsule



E is for Energy. There are large and small sizes worth ten and one, respectfully. You need them to perform certain tricks.

Boots



The boots are all colored differently. Magnets are red, Aquas are blue, an the Attack Boots yellow. They functio automatically whenever you have the

Magnet Boots

The bottom of these boots contain powerful magnets that allow you to scale iron walls and ceilings!

Aqua Boots

Somewhere in Egypt you'll find these boots that will give you the power to walk on water.

Attack Boots

With these boots you will be able to use a sliding attack through narrow spaces. Very handy!

You have four different defensive maneuvers!

Besides his weapon and his normal ability to leap, Hiryu has the ability to use four different moves to pass a variety of different obstacles. You must evaluate each to determine which of the moves will work best in the various situations you encounter. Most of these maneuvers will require practice and patience as they often use complicated Control Pad directions. Brush up on your skills so you'll be ready when this game is released!

Plasma Bullets

Hold Up for five seconds, and you can fire Plasma Bullets!

Slide In



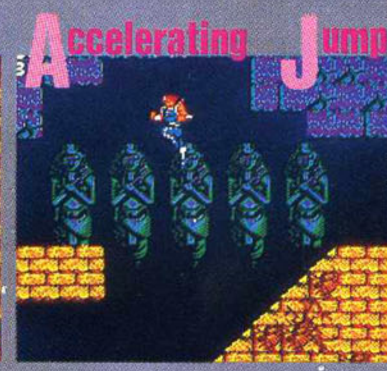
This skill allows you to slide through small spaces.

Triangular Jump



Jump to the wall, then point the opposite way and jump again.

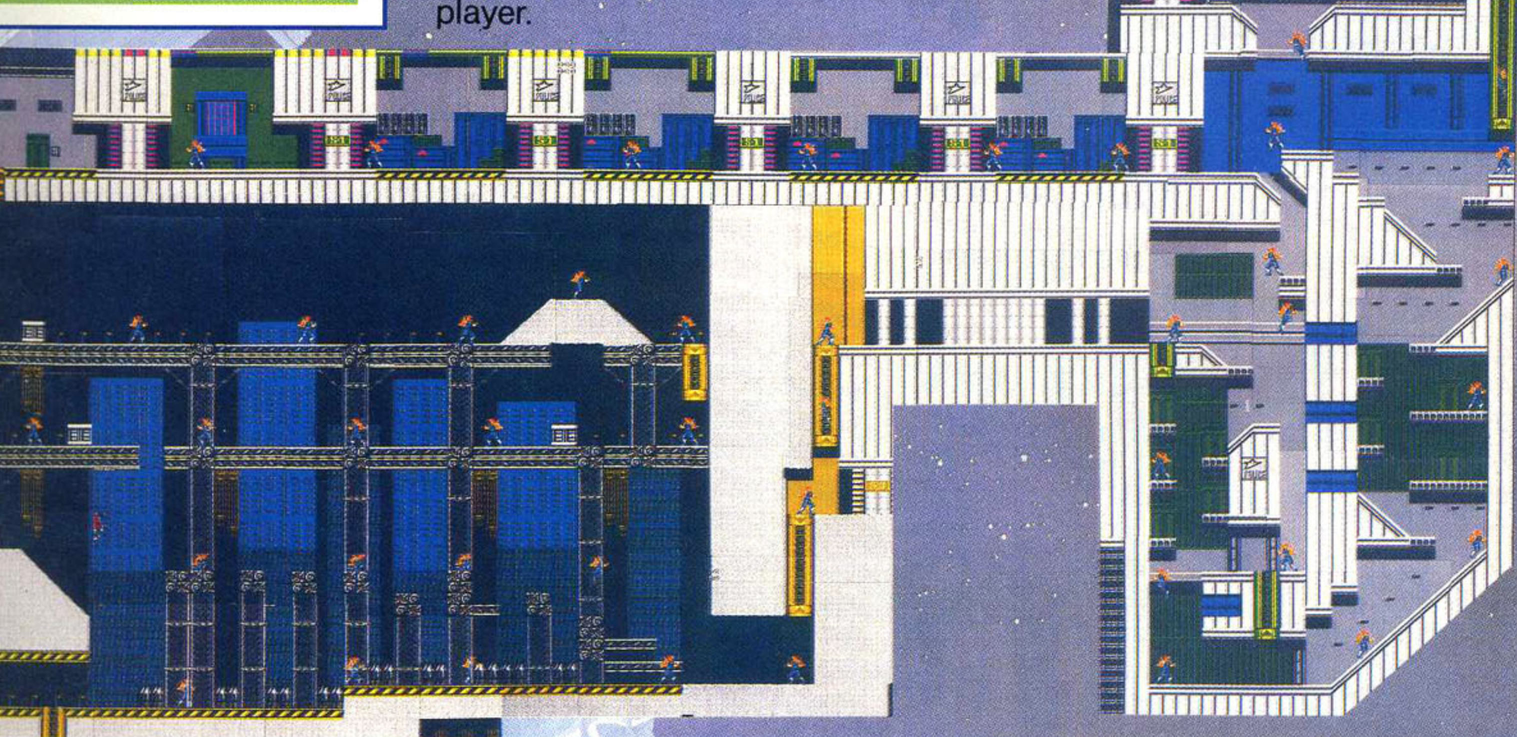
Accelerating Jump



Leap while running down a slope. You will leap further.

STAGE 1 KAZAKH

The first area you go to is Kazakh. This area is a maze of slanting passageways, vertical transport tubes, and sword wielding henchmen who constantly attack you. Movement through this area is often tricky providing an interesting challenge for even an advanced player.



Defeat an enemy overhead with an upward thrust!

You can defeat an enemy that is overhead by jumping up and holding Up on the Control Pad to keep the Cipher over your head.



If you find a Data Disk, head back to the Dragon!

Back on Blue Dragon you can use the ship's massive computers to analyze the Data Disks. There's no telling what may be on the disks.



Where's the Commander?

Several men are hidden around Kazakh. Stationary characters will often have information for you. It's very interesting to discover who is your friend and who's your foe!

Next, on to the sands of Egypt?


FINISH!
THIS IS COBRA TRIANGLE!
We give you this preview look at an upcoming Nintendo speedboat mission. Check it out, as we pilot the awesome, sleek Cobra Triangle through treacherous waters.
Which path will you take?
As you see by the sneak-preview map at right, the river splits in two directions. The path you choose will determine the order in which you will progress.
There are no ememies here. Just "Collect Pods" and Power Up
To "Dispose of Mines," tow each mine to the disposal site.
Avoid the nasty whirlpools and menacing logs.
At the Monster Stage, shoot your missiles and avoid his fireballs.
BONUS STAGE
The missiles you receive for Powering Up will get you some high scores by firing them at the targets on shore during the Bonus Stage.
A variety of challenges await at each stage.
Take the 1-up!
Pick up the Pod!
STAGE 1
START
A pod near the start can give you a Turbo Engine for speed.
POWER METER
PLAYER METER
TM Nintendo of America Inc.
© 1988 Rare Ltd.



You'll control the Cobra Triangle just like you handled the R.C. Pro-Am racing car. You will be able to obtain up to five Power-Up Options from which to choose. Determine the Power-Up Option you desire and press the Select Button when that Option flashes. These special abilities will come in handy when facing hazardous waters, perilous obstacles, and fast and fierce enemies.

The hyper-speed boat with the R.C. feel!

FINISH

Use the Power-up Options!

The more pods you get, the more Power Options you'll receive, up to a maximum of five. You'll be able to choose from "Turbo," "Fire," "Speed," "Missile," and "Force." Select the desired Option and hold on tight!

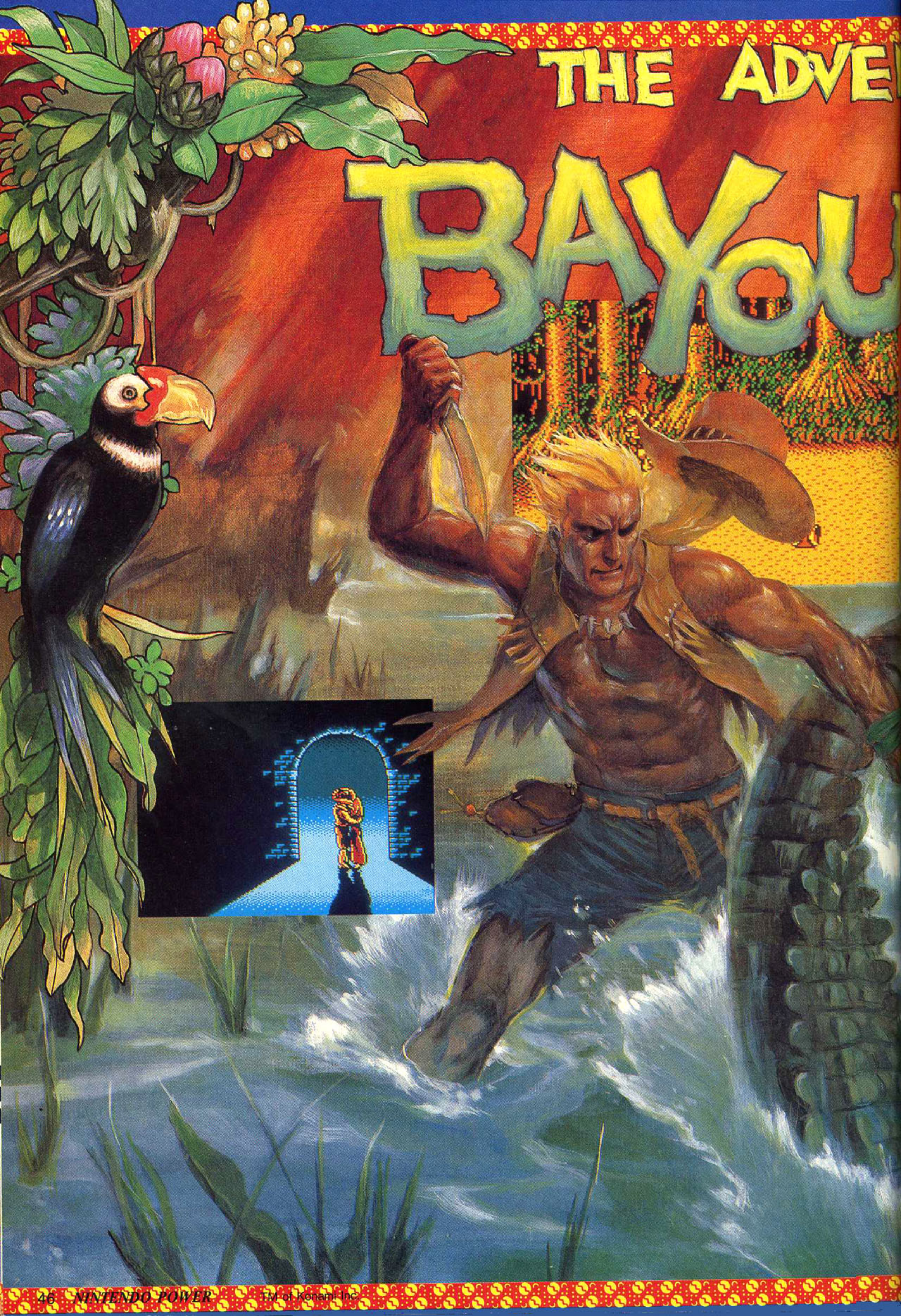
TURBO: Increases your acceleration.

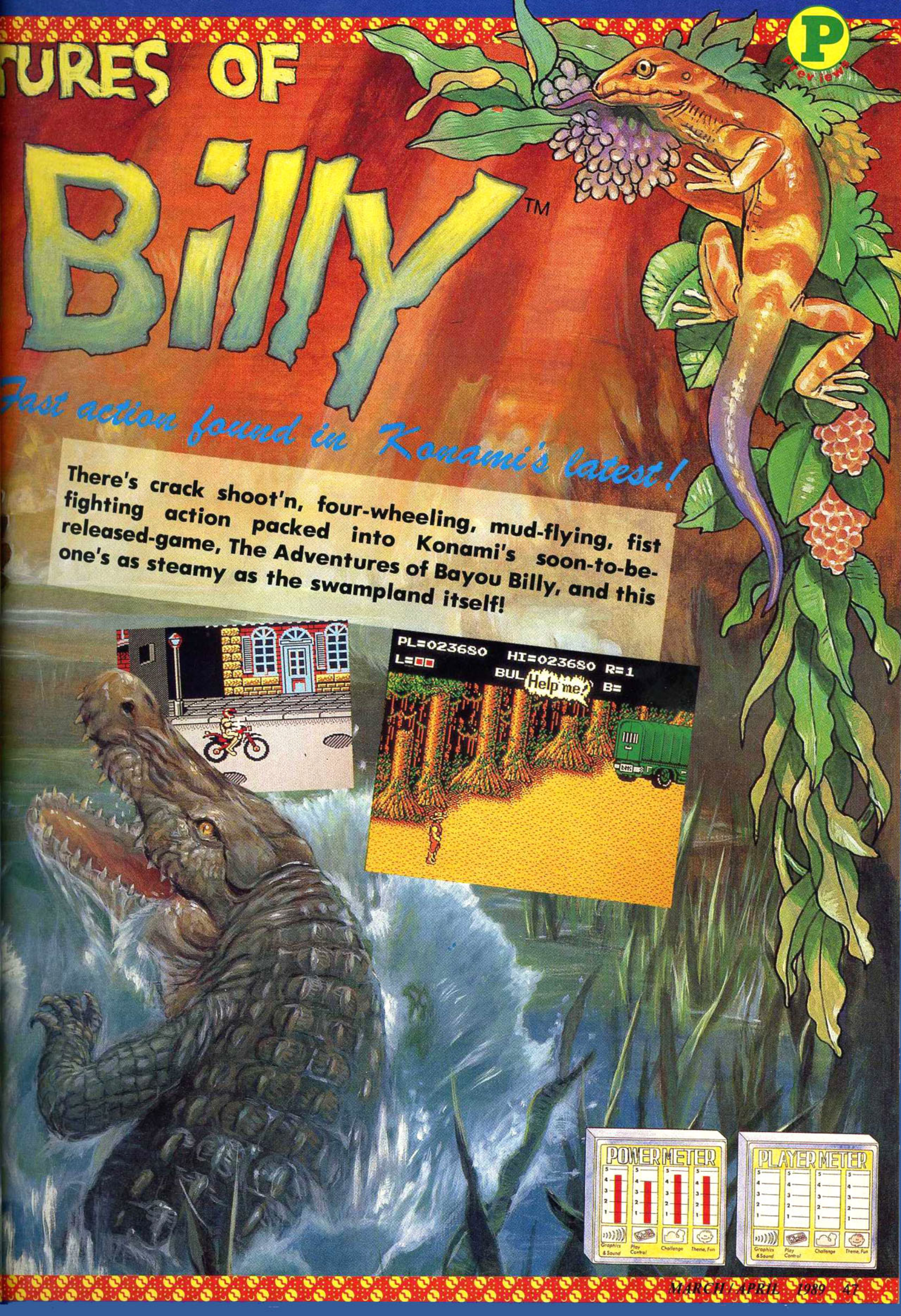
FIRE: Lets you fire more bullets.

SPEED: Increases your top speed.

MISSILE: Better than bullets!

FORCE: Gives you temporary invincibility.


THE ADVE
BAYOU


P
Previews
TURES OF
Billy™
Fast action found in Konami's latest!
There's crack shoot'n, four-wheeling, mud-flying, fist fighting action packed into Konami's soon-to-be-released-game, The Adventures of Bayou Billy, and this one's as steamy as the swampland itself!
PL=023680 HI=023680 R=1
L=
BUL
Help me!
B=
POWER METER
PLAYER METER



Fight

There's a heap of brawling here!

The bulk of Bayou Billy is played in these hand-to-hand stages. The action never stops!

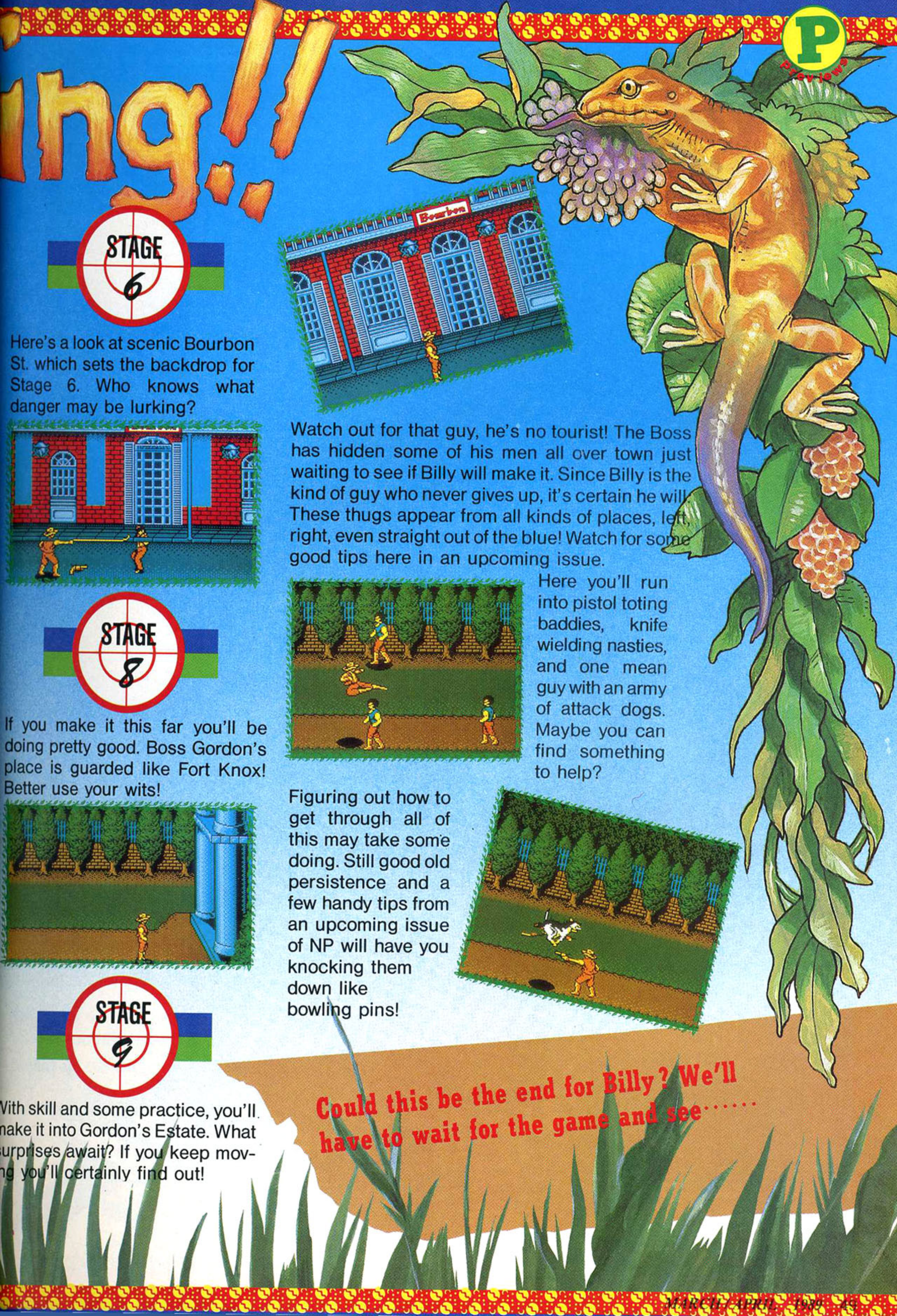
STAGE 1

The fist fights and scrapes in the swamps are displayed with the horizontal scrolling method, often providing surprises at the edges of the screen.

Bayou Billy offers you a contr choice between the Zapper or th Control Pad at the beginning o the game.

STAGE 3

The bayou has been Billy's home for some time now, but that still hasn't taken the danger out of living there. Gators and quicksand, plus the maze of the swamps themselves provide a great deal of natural peril. Now that the smugglers have taken Annabell, there's sure to be a boat load or two of bushwackin' tough guys rustling amongst the cattails for sure! Billy will have to move very carefully as trouble will strike as fast as an angry anacondo for anyone who doesn't stay on guard here.



STAGE 6

Here's a look at scenic Bourbon St. which sets the backdrop for Stage 6. Who knows what danger may be lurking?

Watch out for that guy, he's no tourist! The Boss has hidden some of his men all over town just waiting to see if Billy will make it. Since Billy is the kind of guy who never gives up, it's certain he will. These thugs appear from all kinds of places, left, right, even straight out of the blue! Watch for some good tips here in an upcoming issue.

STAGE 8

If you make it this far you'll be doing pretty good. Boss Gordon's place is guarded like Fort Knox! Better use your wits!

Here you'll run into pistol toting baddies, knife wielding nasties, and one mean guy with an army of attack dogs. Maybe you can find something to help?

Figuring out how to get through all of this may take some doing. Still good old persistence and a few handy tips from an upcoming issue of NP will have you knocking them down like bowling pins!

STAGE 9

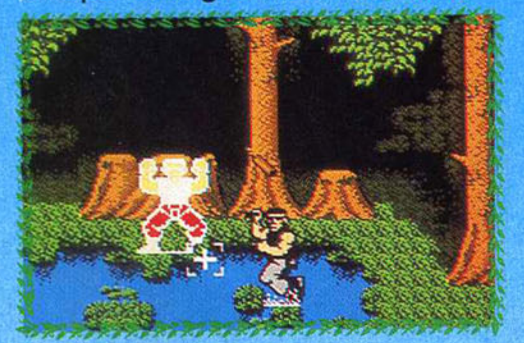
With skill and some practice, you'll make it into Gordon's Estate. What surprises await? If you keep moving you'll certainly find out!

Could this be the end for Billy? We'll have to wait for the game and see......

Shooting



In this stage, Billy's walked right into an ambush. You play this scene from Billy's vantage point and get the choice of using the Zapper or the Control Pad to test your sharpshooting skills to the limit.



When using the Control Pad, this cross will mark your aim.

The lead is really flying around here!

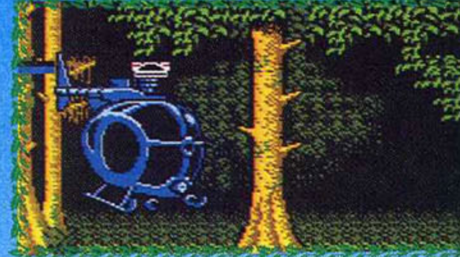
The screen will provide opportunities to gain extra ammunition and some medical attention if you need it. But you have to shoot it to get it.



Keep your eyes peeled for a 1-Up to get an extra man.

You'll find the action in these stages intense!

The sound of whirling rotors warns you of a nearing helicopter?



Men start popping out of th chopper like a swarm of locusts Look out!



Gordon's gotten together with some local gangsters to try to jump Billy as he heads for the Estate. What will he do?



How many guys are there?

Oh no! Another ambush outside of Gordon's Estate, get ready!

There are two lightning fast thug guarding the gate to the Estate You'll have to be fast to beat them We'll give you more help in thi area later.



Enemies pop out from every nook and cranny!



Watch your ammunition, you've only a little.

A great feature of Bayou Billy is that you can choose to play with or without the Zapper!



Previews

Driving

STAGE 4 & STAGE 5

Bayou Billy features a hot car chase!

Put the pedal to the metal in your mud spattered 4X4 to catch the fleeing villains. It's a race down this highway to danger.

They've got Annabell and they're getting away. Better get some wheels!

Enemy vehicles and bomb dropping helicopters surround you. It's a high speed challenge as you weave your way through them.

You'll need to find some gas somewhere.

When you find a gas can on the road, run over it and it will fill you up and repair some of the damage to your vehicle.

▲STAGE 4

Your jeep comes with fire power and some dynamite

Using the dynamite can be tricky. Once you get the game, it will take some practice.

▲STAGE 5

If you can't out run 'em, out smart 'em.

Your dynamite tossin' arm better be warmed up by now.

Will Billy save Annabell? It's really up to you!

Join Billy's exciting adventure in Gator Country!


TEENAGE MUTANT NINJA
TURTLES
LEONARDO
RAPHAEL
MICHAELANGELO
DONATELLO
POWER METER
PLAYER METER
We'll be coming to life soon in a game for your NES.
STORY
This game is based on the characters created in Eastman and Laird's hit comic book of the same name, and will feature all of the fast action and crazy ninja tactics that you love in the comic book.
R&© 1988 Mirage Studio, USA (Game by Ultra)

The Turtles uses the weapons they're famous for.

LEONARDO

No reptile wields a katana like Leonardo. Disarm those enemies seemingly just out of reach.



KATANA His katana is dangerous.

RAPHAEL

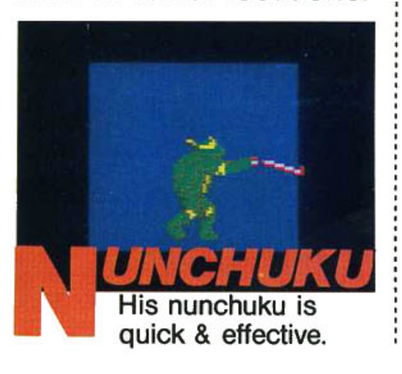
The sai specialist. The sai attack field is limited, but Raphael's speed is unmatched.



SAI Raphael wields the speedy sai.

MICHAELANGELO

He is an expert with the nunchuku, an effective weapon against enemies in lower locations.



NUNCHUKU His nunchuku is quick & effective.

DONATELLO

Don's powerful bo is inherently slower, but causes more damage than any other weapon.

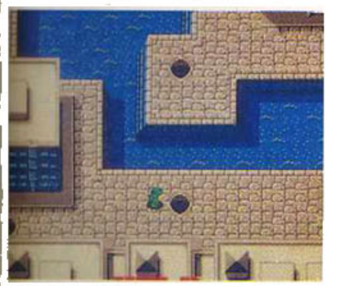


BO The bo stick packs quite a wallop.

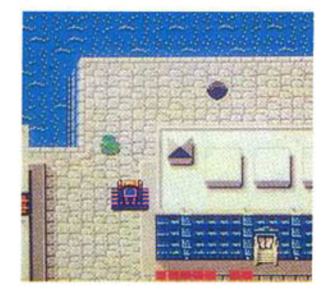
You'll find two types of maps.

When you are outside, you can see the Turtles from a birds-eye view and the screen scrolls both horizontally and vertically. In the Action Scenes you see the Turtles from a side view, and the screen scrolls horizontally. One of the best things about this game is the superb play control in the Action Scenes and the super-sharp graphics.

Birds-eye view

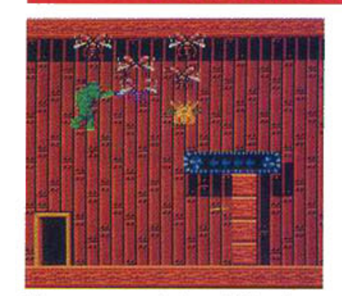


Go down into a manhole and get into the action.



Don't get squashed by the steam roller.

Action screen



Use your ninja skills to jump and attack in mid-air



The tougher enemies have their own energy meters

ITEMS

BOOMERANG



This weapon is very effective. Be sure to catch it when it comes back.

STAR



The Chinese Throwing Star is capable of going through several enemies in a row.

TRIPLE STARS



This weapon allows you to throw three stars and can damage more than one enemy at a time.

SCROLL



Use this magic scroll to send a shock wave through your enemies.

Pizza: The miracle food.

You know that Turtles love pizza—especially T.M.N.T. In fact, the Turtles featured in the comic book hardly eat anything else. Look for pizza in the Action Scenes to keep your energy levels up.



A whole pizza!!! You can recover all of your stamina.



A single slice will only give you back 2 boxes of energy.



Here's a quick look at the first stage. Be sure to sav these maps and look for more detailed information o the Turtles and their exploits in future issues of Ni tendo Power.

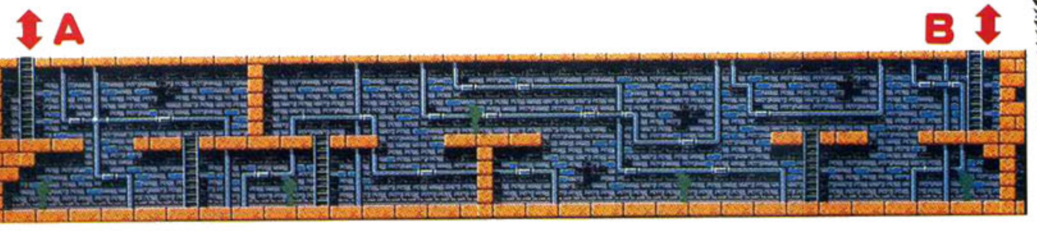
MAP OF AREA 1



You'll have to use all fourTurtles.

When a Turtle is injured, switch to a hea thier team member. This way you wo have to start over at the beginning of t stage every time one of the Turtles is ca tured. Also, be sure to feed any pizza y find and feed it to the weaker Turtles.

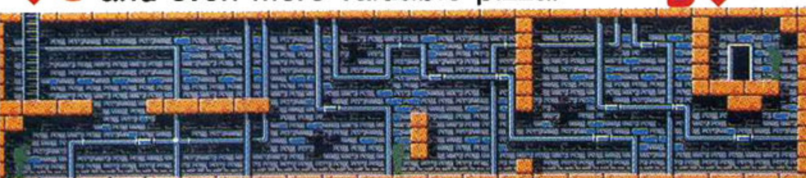




Get down!

The Turtles will have to travel in the sewer tun- nels to get to some places in Area 1.

Most of the tunnels contain valuable weapons and even more valuable pizza.



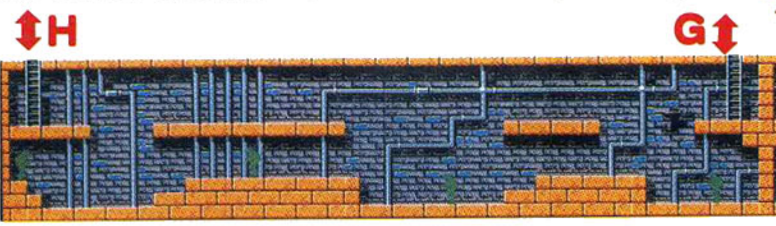


Can you find the slice of Pizza pie?

The sound effects and music in the tunnels and buildings are excellent.



Great graphics and excellent character control in the Action Scenes make this an exceptional game.



Some of the sewers can be incredibly challenging.

Where's that bad guy?



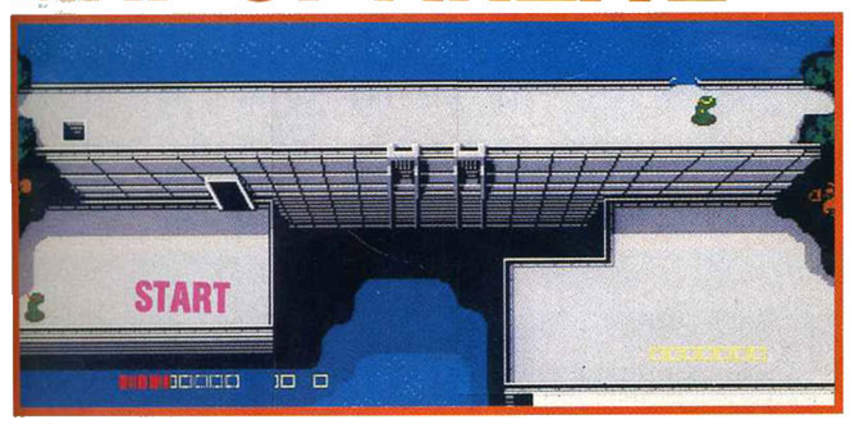
All of these things h earned T.M.N.T. so high play-test ratings from game-testers. (In fact, without instruction booklet, this w could only make it to stage thr



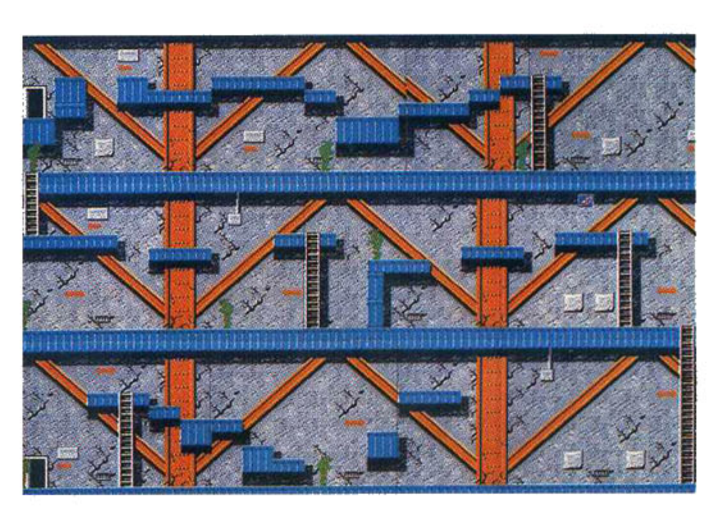
Area 2

Here's a sneak peek at Area 2. In this Area, the Turtles will have to explore underwater caverns and disarm eight bombs that are set to blow up the dam. You would think that the Turtles would be able to maneuver well underwater, but this is not the case. Ever since they grew to human size, Don, Raph, Leo and Mike have become lousy swimmers.

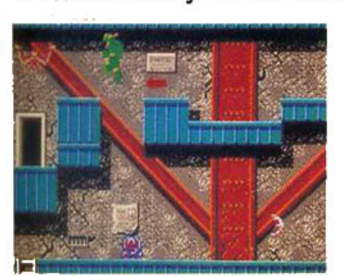
MAP OF AREA 2



Get on top of the dam.



There are only a few enemies inside the dam, but the real challenge won't start until you get up to the top. Area 2 features less combat than Area 1, but requires speed and the ability to maneuver the Turtles past various obstacles.

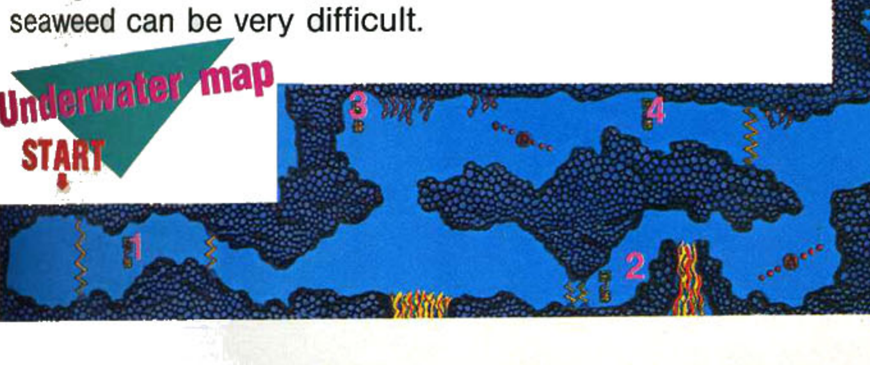


Suddenly, hold your breath··· it's Turtle time!

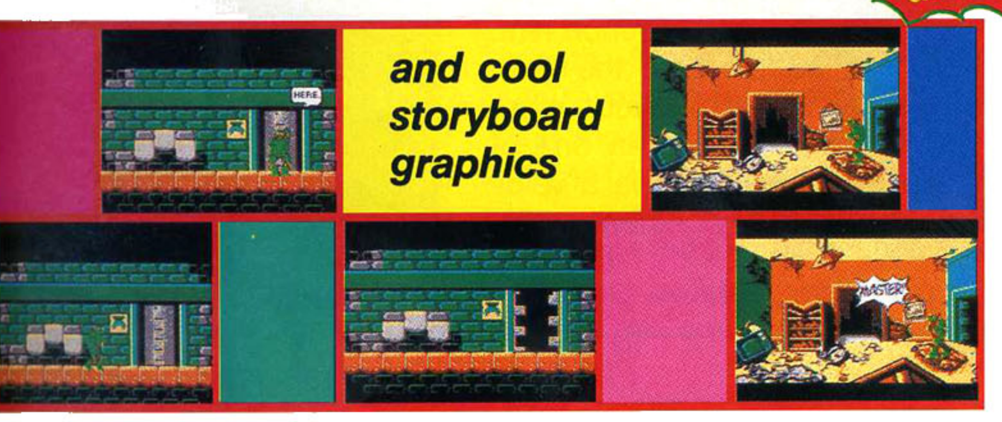
One of the things that makes Area 2 so challenging is that the Turtles have only a limited amount of time to find and deactivate all of the bombs, and since they lost their ability to swim well, maneuvering through the electromagnetic barriers and benumbing seaweed can be very difficult.



You can fight, but you sure can't swim.

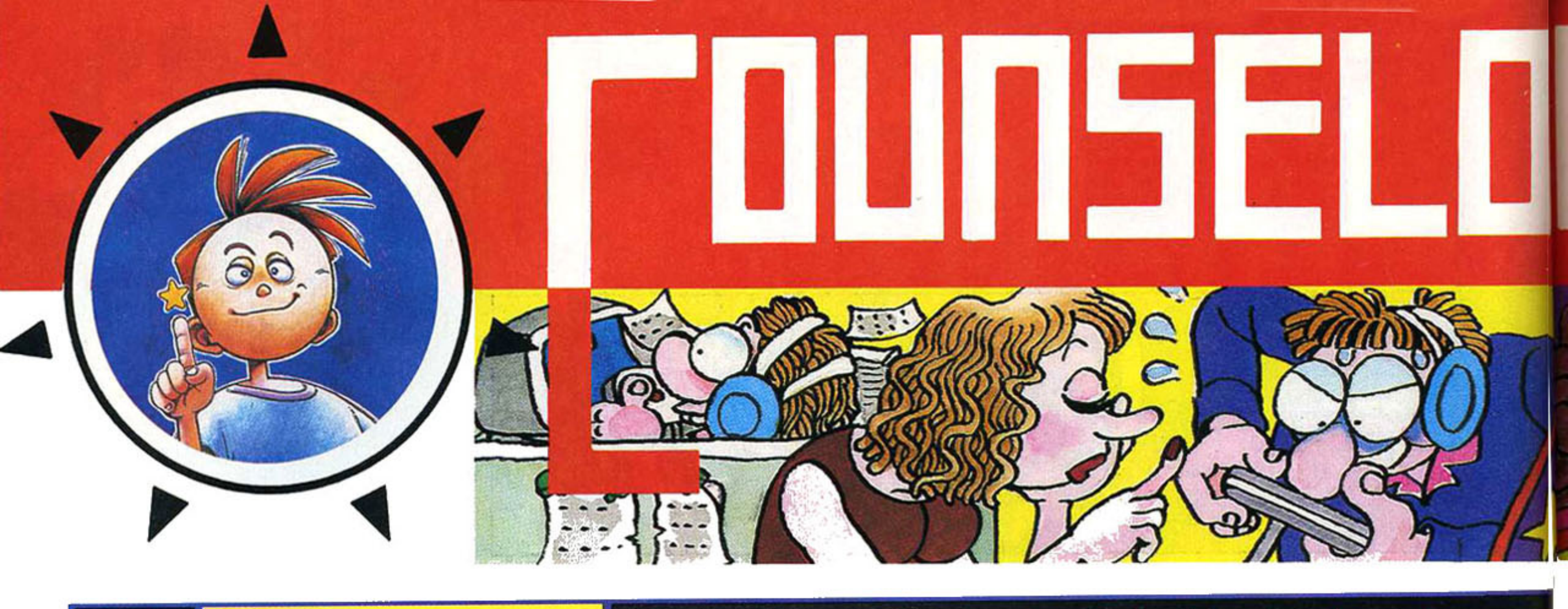


Fantastic action and control.





All this adds up to a game you can really look forward to.



Bionic Commando

Sometimes I get stuck behind a barrier with no way out. What should I do?



Occasionally, you may enter an area without being fully equipped to pass the barriers. If this happens, you can easily leave the section by pressing and holding the Start Button and pressing the A and B Buttons at the same time. This will lift you out onto the main map. This technique also works well if you have equipped yourself with the wrong communicator.

Any of the barriers will give way if you have the right weapon. Make sure that you have the Rocket Launcher before you go into Area 6, and steer clear of Area 7 until you've found the 3-Way Gun.



Unprepared to move on? Press Start, A and B here and you'll leave the area.

There is a barrier in Neutral Zone Area 15 that is impassable unless you use a weapon. Since Neutral Zones quickly turn into combat zones when a weapon is fired, your first instinct will be to avoid shooting this barrier. In this case, however, you must. Shoot the barrier and quickly fight your way to a doorway. There you'll find a valuable item.

Bionic Commando

Where is the Machine Gun? Where are the hidden passages?



Once you save Super Joe, he will tell you where to go and exactly who to see to obtain this important item. When looking for it, pay close attention to what the characters say and how they identify themselves. Many characters may offer you the Machine Gun, but only one will actually give it to you. Don't let someone trick you into thinking that he is the right person.

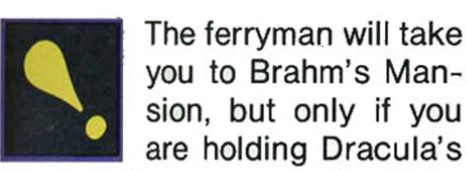
In Area 17, a character in a room will let you in on the locations of the hidden passages. He'll talk to you from a distance, but he'll only give you the information that you are seeking if you cross the spiked pit in the room and meet him directly. With a few well placed swings of your Bionic Arm, you'll be able to reach him. After you talk to him, the passages will show on your map. You'll find the helmet in one of these passages. This is a valuable item in heavy combat areas.



Swing over for important info.

Game Play Specialists clue you in.





Castlevania II Simon's Quest

How do I get to Brahm's Mansion? Where are the Daggers?

The ferryman will take you to Brahm's Mansion, but only if you are holding Dracula's Heart. If the arrow on the Sub-Screen is pointing toward the heart, the ferryman will help you. If you are not holding the heart, he will take you across the Dead River to the town of Alba. The Count's Heart is hidden somewhere in the Mansion of Lauber.

The Daggers are useful weapons that will help you fight your way on to the very end. You'll be able to buy the first one in the town of Veros. The Silver Dagger will be given to you by a stranger when you drop garlic in the Camilla Cemetery. The Golden Dagger will be yours when you defeat the Grim Reaper.



Drop garlic here to meet the character that has the Silver Dagger.

There are some spots that look like dead ends but are not. This is the platform on the right side of the Camilla Graveyard. From the graveyard, you won't be able to reach the platform.



A particular item will help you overcome this barrier.



You'll have to find another way to get to the right side here.

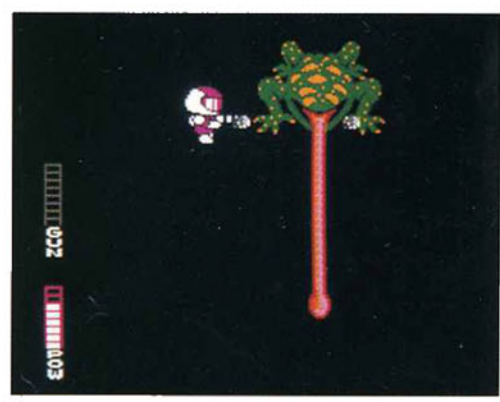
Blaster Master

How do I defeat the last enemies in the third and fourth stages?

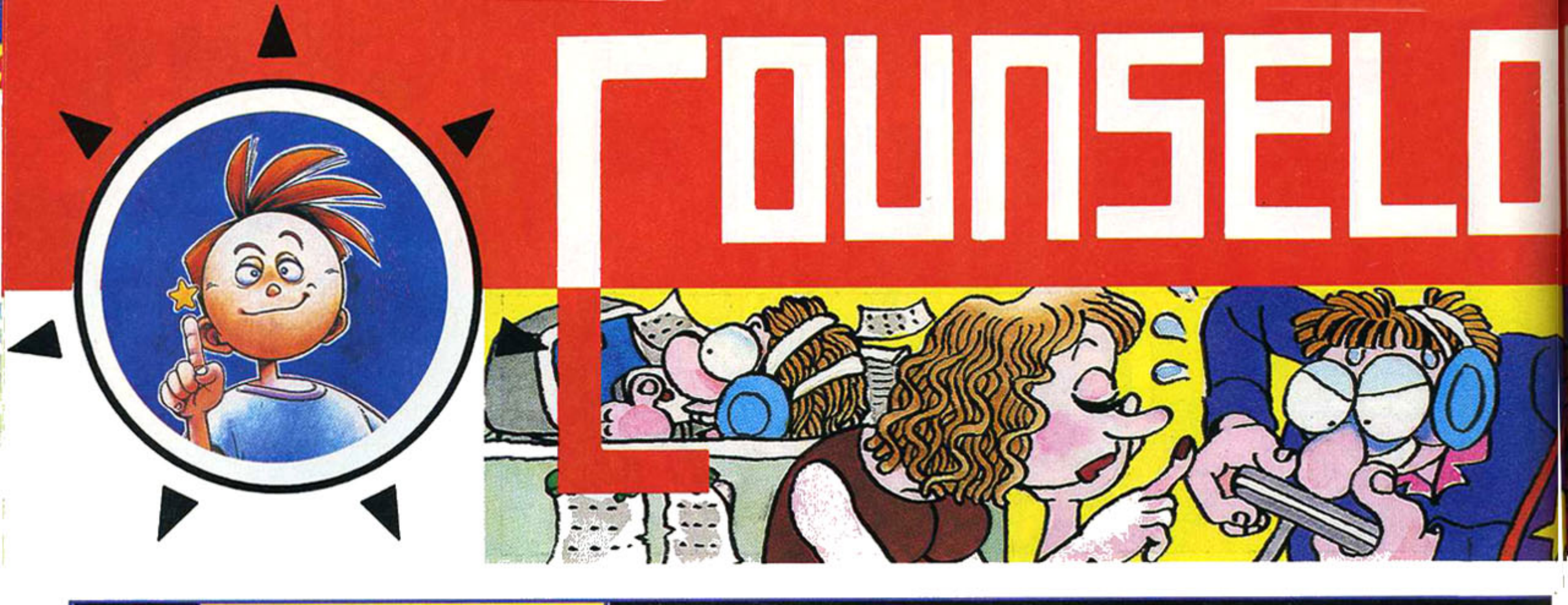
Nearing the end of Stage Three you should power-up the gun to at least half of its maximum strength. There are sixteen moving turrets at the end of this stage. They appear and attack one at a time and after a few seconds they become stationary. You should be able to avoid the two different types of fire from these opponents. When all sixteen enemies have appeared, the ones that you haven't yet defeated will take turns coming back to life until either you, or they, remain.



Close contact with dangerous materials have made the frog at the end of Stage Four a tough opponent with three deadly attacks. When he lashes out his stinging tongue, position yourself just to the left of the mouth. Since you are holding your weapon in your right hand, you should be able to aim directly for the frog's mouth and still avoid the tongue. The shower of fireballs that the frog unleashes next can be avoided with a quick dodge. A very large fireball can also be avoided. Get out of the way quickly and retaliate if you can.



Open wide and say ah. Position yourself here for valuable hits on the deadly boss frog.



Zelda II-The Adventure of Link

Where is the Hidden town of Kasuto? How do I find the Magic Key?



"The Wizard got all of the people of Old Kasuto together. He said 'There are too many ghosts here. Go East.' They went East past the three rocks, looked over their shoulders and saw the ghosts following them. The townspeople were smart. They knew that some ghosts couldn't go through caves. They went north to a cave and when they went through they found a sandy beach and a clump of trees. They built a new town amongst the trees to hide them from other ghosts that might happen by, and have lived there ever since." Follow the path of the townspeople of Kasuto and use the Hammer to chop down trees and reveal the location of the hidden town.

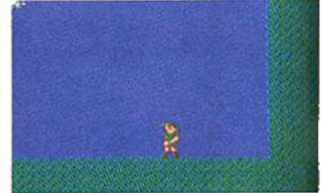
Once you find the Hidden Town of Kasuto you'll discover within the town the last Magic Container, a new spell, and the Magic Key. If you have seven Magic Containers, you'll find someone here that will give you an eighth container. Once you've reached this level of magical expertise you'll meet someone else who will teach you a spell. The spell that he teaches you, used somewhere in the town, will be the key to finding an item that will help you get through the remaining palaces.



Use the Hammer to clear this area in search of the hidden town.

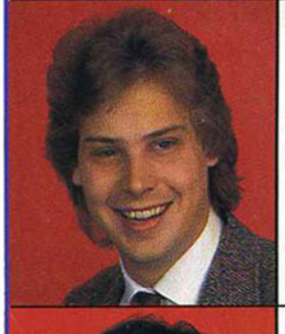


When you have all of the Magic Containers, this man will teach you a new spell.



Use the spell at a deadend.

Game Counselor Profiles: 4 more hotshots!



Rich Lind/Agent 357

Became Game Counselor: January, 1988
Hobbies: Drag Racing, Video Games, and Computers
Highest Game Score: Mighty Bomb Jack 27,953,250
Favorite NES Game: Mike Tyson's Punch-Out!!



Brian Ullrich/Agent 013

Became Game Counselor: January, 1988
Hobbies: Writing, Record and Comic Book Collecting, Basketball
Highest Game Score: Castlevania 614,280
Favorite NES Game: Mega Man



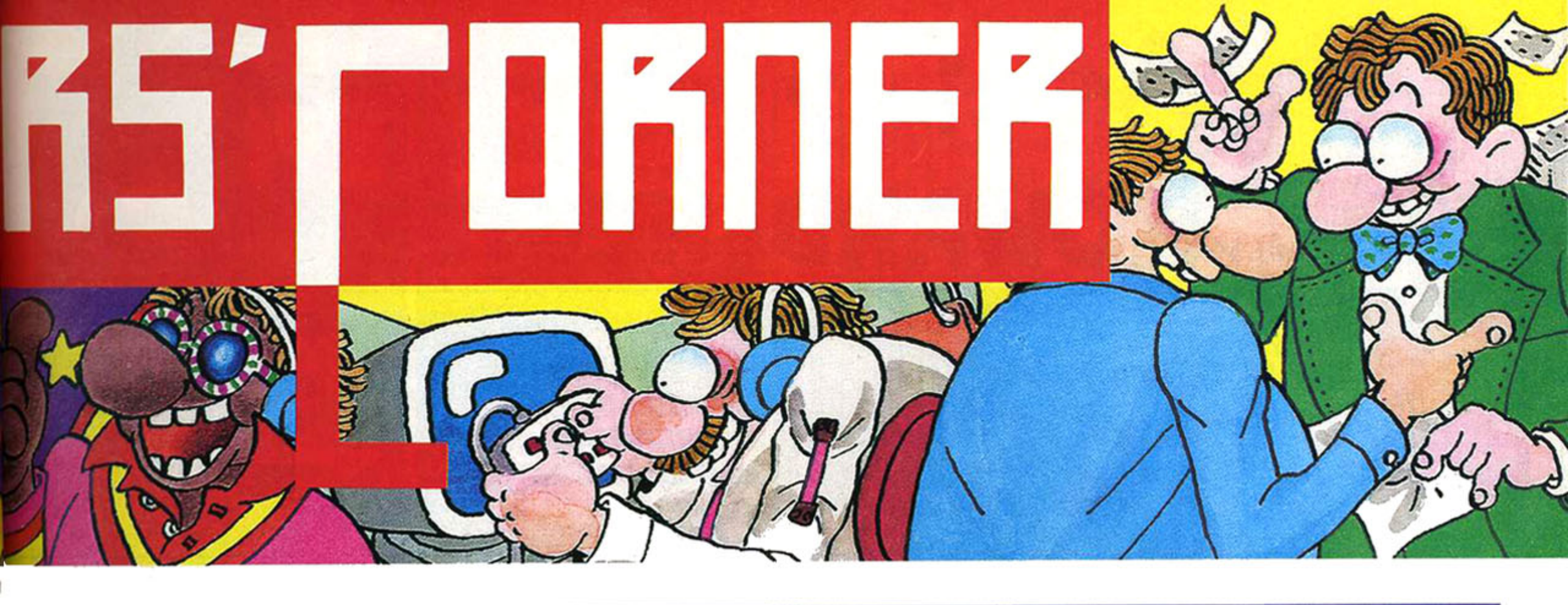
Tony Stanczyk/Agent 257

Became Game Counselor: June 6, 1988
Hobbies: Gaming, Computers, Special Effects
Highest Game Score: Legend of Kage 422,000
Favorite NES Game: Zanac



Tim Dale/Agent 721

Became Game Counselor: May 1, 1988
Hobbies: Swimming, Weight Lifting, Sports, Dancing
Highest Game Score: Galaga Stage 76
Favorite NES Game: Castlevania II—Simon's Quest



Zelda II-The Adventure of Link

How do I enter the building in Darunia that gives a clue? What is the secret to the Churchbell clue in Mido?

One of the closed doors in Darunia will give you the clue, "There's someone behind this door." There's no way to unlock or open the door but you will be able to get inside the building. Entering a building can only be done in a limited number of ways, and the way to enter this building is one of the most unconventional. One of the Spells that you have in your possession will help you reach this entrance.

The same spell will help you in the Harbor town of Mido. Someone tells you, "No one is here but a Churchbell will ring." This should point you in the direction of the Church. There's an entrance here but you'll need certain abilities to reach it.



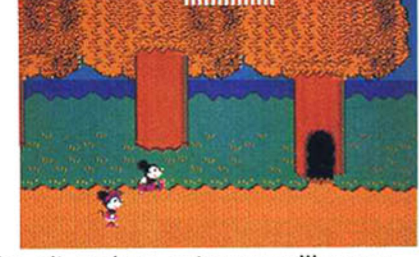
The door is locked and there seems to be no way in. How will you get inside? Try your Santa Claus impression.

Mickey Mousecapade

How do I get through the Woods?

It's important to pay close attention to the color of the trees in this stage. You'll begin in the Spring. The trees will be pink and white. Enter the second door, then you'll be in the Summer with green trees. Enter the second door here as well. Next will be the Fall. The enemies are very tough here. After you defeat the second group of bears, jump and throw Stars at the third tree to the right of the gap. A door will open in the tree. This leads to the Winter. Advance to the right until the section wraps around to the beginning, then jump and fire at the tree to the right of the Start sign. A door will open here that will lead you on to the end of the stage.





Shoot the third tree away from the pit and an entrance will open.

I'm waiting for your letters.



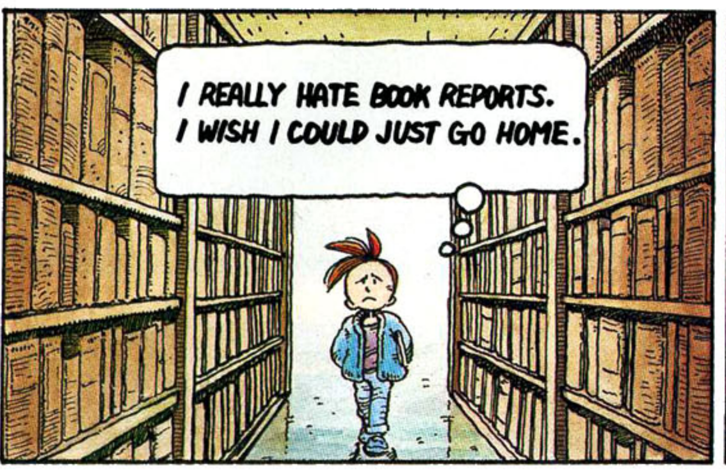
NINTENDO POWER
Attn: Counselors' Corner
P. O. Box 97033
Redmond, WA 98073-9733



1-(206)885-7529
Nintendo Game Counselors are on call from 4:00 am to 10:00 pm Pacific Time.



HOWARD & ~~NESTER~~ NESTER

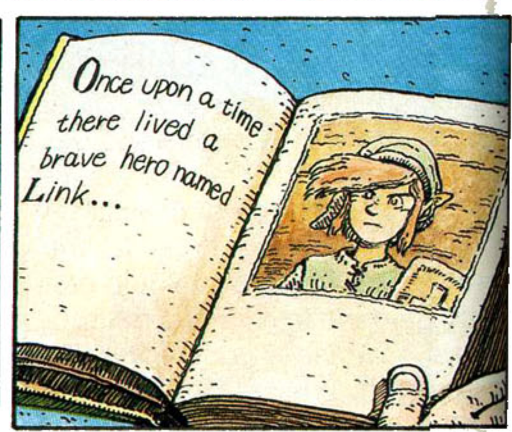




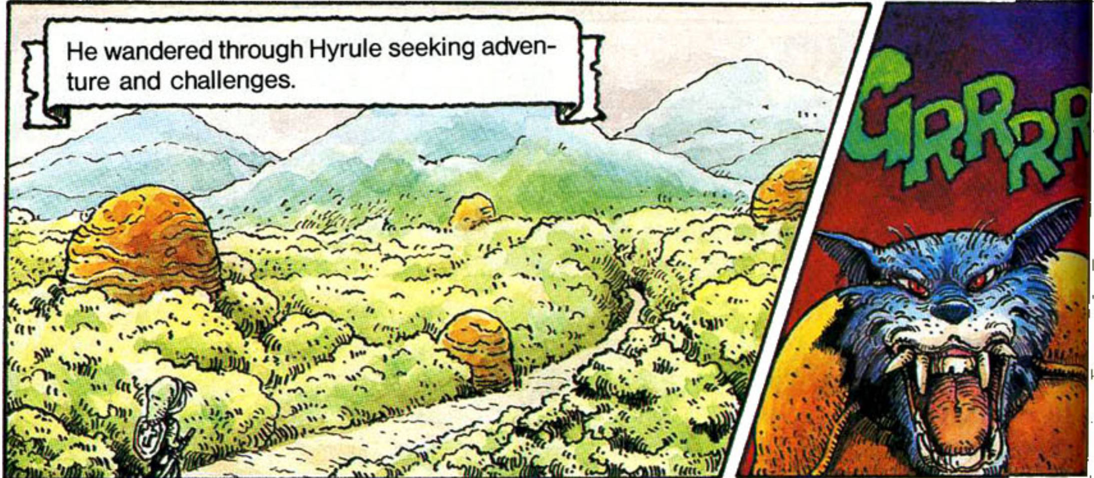






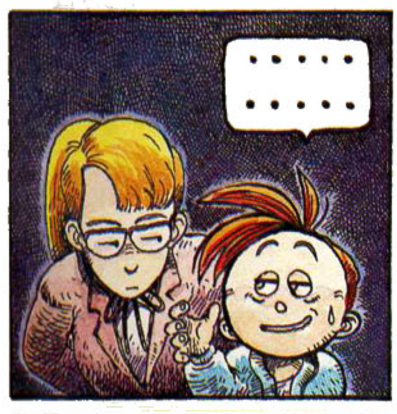


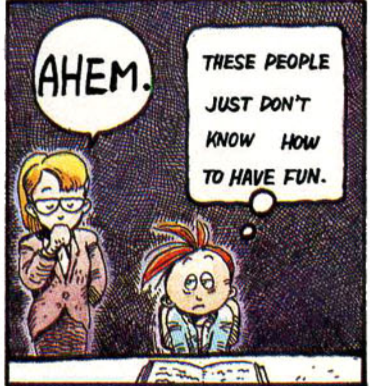


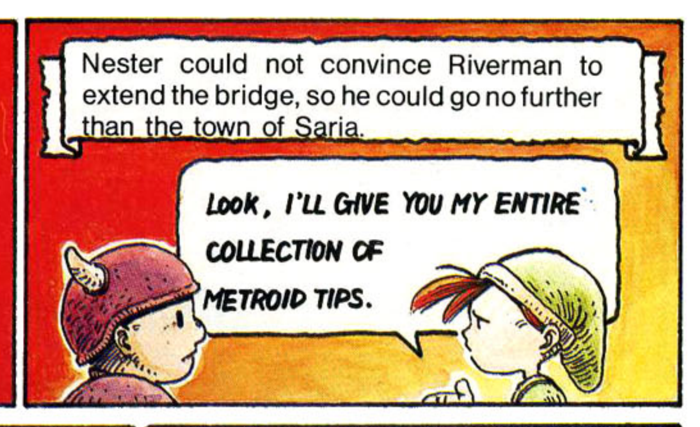


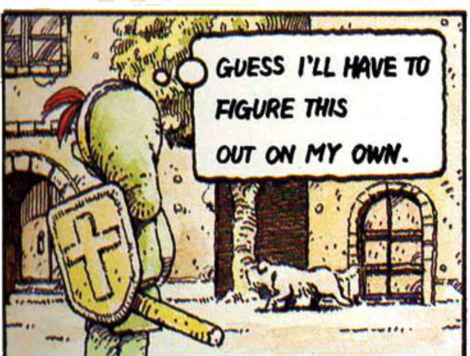


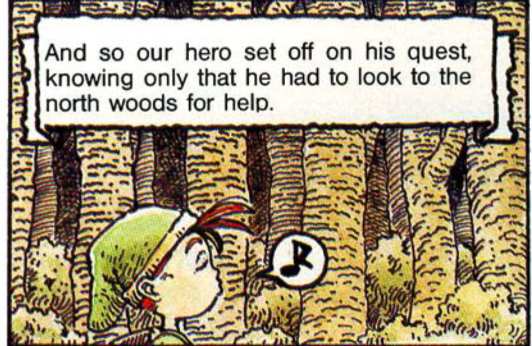


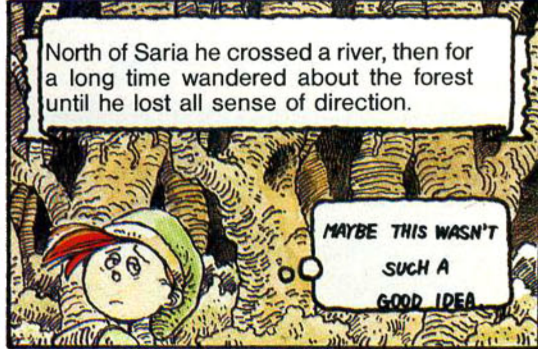

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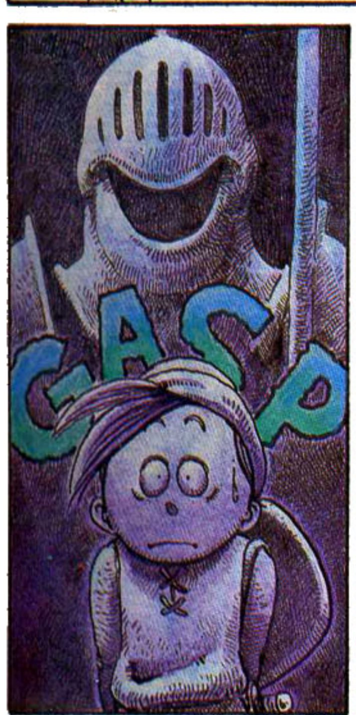

AHEM.
THESE PEOPLE JUST DON'T KNOW HOW TO HAVE FUN.


Nester could not convince Riverman to extend the bridge, so he could go no further than the town of Saria.
LOOK, I'LL GIVE YOU MY ENTIRE COLLECTION OF METROID TIPS.


GUESS I'LL HAVE TO FIGURE THIS OUT ON MY OWN.


And so our hero set off on his quest, knowing only that he had to look to the north woods for help.


North of Saria he crossed a river, then for a long time wandered about the forest until he lost all sense of direction.
MAYBE THIS WASN'T SUCH A GOOD IDEA.

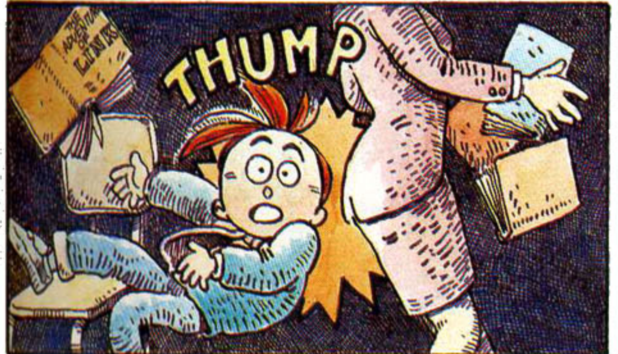

GASP


HI, NESTER!


WHAT ARE YOU DOING IN THIS STORY?
ME? WHAT IS HE DOING IN MY STORY?
I'LL BET YOU'RE LOOKING FOR BAGU SO YOU CAN CROSS THE BRIDGE IN SARIA. I'VE GOT GOOD NEWS FOR YOU. HE'S IN THE LOG CABIN RIGHT IN THE MIDDLE OF THESE WOODS. HERE, I'LL SHOW YOU THE WAY.


OH NO YOU DON'T...! YOU'RE NOT GOING TO RUIN IT THE WAY YOU ALWAYS DO.


OKAY, OKAY... MAYBE I GOT A LITTLE, A LITTLE WRAPPED UP...


THUMP


BUT MY REPORT... OUCH, MY EAR... ARE YOU LISTENING TO ME?... HELLO?...
ARE YOU HOWARD'S SISTER... OR ARE YOU JUST HAVING A BAD DAY?

CLASSIFIED INFORMATION



From Agent #260
Apparatus Applications

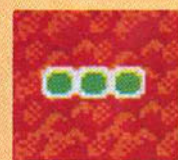
The Bionic Arm, while slightly difficult to get the hang of, is an extremely useful apparatus. Mid-air swings timed just right will help your character move across wide gaps easily. A freefall tumble can be saved out of nowhere with a last chance extended reach. The Bionic Arm can also be used to grab items that may be too far away, or too dangerous to run to. A key to your success in Bionic Commando will be to master the use of this device.


A freefall can be saved by a last chance grab.

To prepare for the higher levels, it's best to build up your energy toward the beginning. In the second section of Area One, there are a few areas where weak enemies will come down with great frequency. Each one you defeat will leave a bullet, and each bullet will contribute to an increase in your energy level. You can build up a tough fighter in just minutes. One helpful strategy is to collect bullets until you are just one away from an increase in maximum energy before you go into a difficult area. Then, when you're almost out of energy, collect a bullet and your energy will be extended and refilled.


Defeat enemies here for energy increasing bullets.



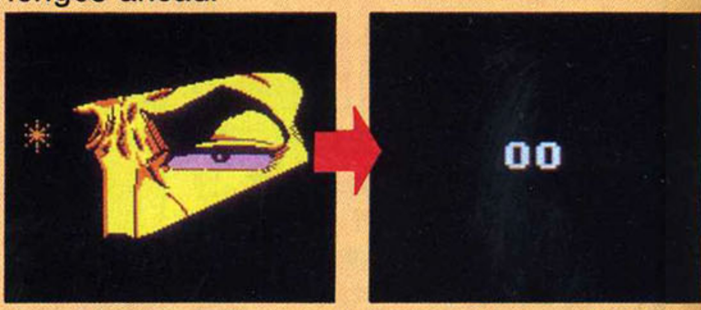

Collect bullets and you'll have a fighter that can last longer when facing the enemy.

GOLGO 13

From Agent #615
Stage Select!

Golgo 13 has only 52 chances to capture the leader of the evil DREK. We've developed a way you can choose exactly which stage to start from. This procedure requires a lot of button pushing on both Controllers, so you may need help from a friend. Toward the end of the demonstration sequence, just after the words "Top Secret Episode" appear and fade, you will see a close-up of Golgo 13's eyes. Press and release the Start Button on Controller I, then press and hold Up and the A and B Buttons. On Controller II press and hold Up and Left and the A and B Buttons. While the buttons on both controllers are being held, press Start again on Controller I. "00" will appear on the screen. Change this number by pressing Up and Down on Controller I. When you get to the desired stage (see the key below), press the A Button and be prepared to face the challenges ahead.





Press Start on Controller I. Hold Up, Left, A and B on Controller II. Hold Up, A and B on Controller I, and press Start again.

KEY:

CODE	ACT	CODE	ACT
00	1	32	7
08	2	38	8
0A	3	3B	9
12	4	40	10
1E	5	49	13

Milon's Secret Castle



From Agent #705

Intelligence reports tell us that there is Continue Code. It will, however, only work if you have defeated the first floor demon and have retrieved the first crystal.

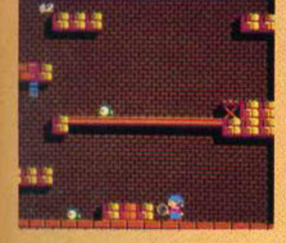
Getting Started

The first floor demon will only make an appearance if you have purchased the Shrink Potion and the Spring Shoes. The Spring Shoes are difficult to find at first. In the first room, walk along the floor until you come to three blocks. Shoot the blocks on the left and right and push on the remaining center block for several seconds. When the block moves, shoot at the space where the block was. A door will appear and you'll be able to enter a shop to buy the Spring Shoes. The shop that has the Shrink Potion will be in the second door. When you have these items, the demon will make his appearance. Once you've defeated it and possess the crystal, you'll be able to continue by holding Left on the Control Pad and pressing the Start Button.





Defeat the first floor demon, and collect the Crystal to continue.



Shoot the left and right blocks.



Push the remaining block.



Fire where the block was.



A door will appear.

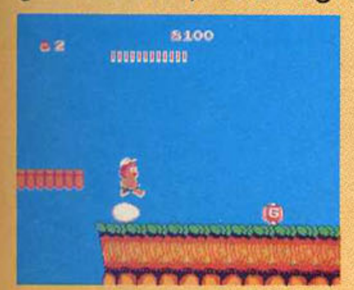


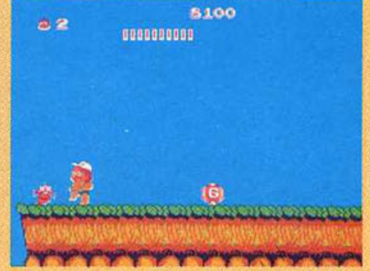
You can buy the Spring Shoes here.

Hudson's Adventure Island

Bonus Stage and Continue

The Continue Code is similar here to the Milon's Secret Castle code. Here, though, you must find the Bee at the end of Area 1-1 to have the ability to continue. Then when the game is over, hold Right and press Start.

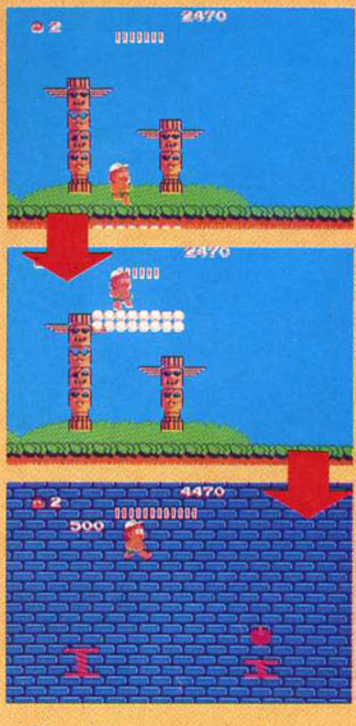




Jump around near the Area 1-1 goal and an egg will appear that contains the Bee that will enable you to Continue.

From Agent #706

Bonus Stages on Adventure Island will let you reap in a crop of ripe fruit for extra Life and points. When you get to the last two totem poles in Area 1-1, defeat the enemy and wait between the poles. In a few seconds, a platform will appear and take you to this special stage. You'll find other Bonus Stages by searching for hidden eggs containing keys and keeping an eye open for upward bound platforms.



Stand between the Totems and wait for a platform.

OPERATION WOLF

From Agent #099

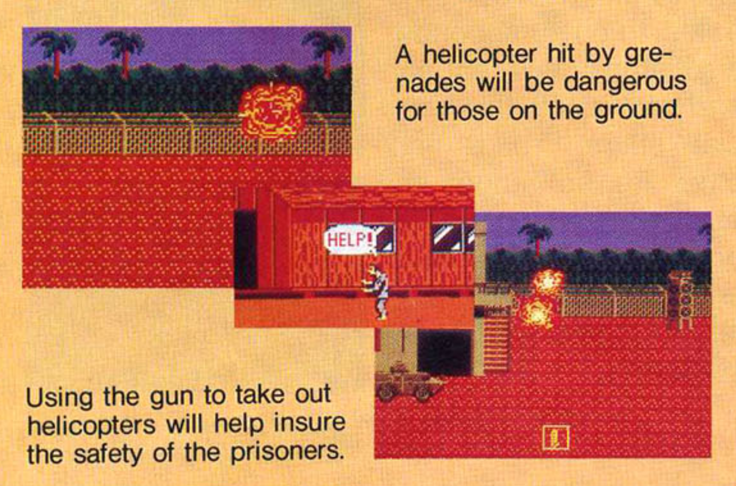
Greater Gratitude

Our agents on the front line have discovered alternate endings for this popular combat game. The president will greet you with varying degrees of gratitude depending on how many prisoners you save in the last stage. Your financial reward and the size of the president's smile will be larger with each prisoner saved.



More survivors will make for a happier president and a greater reward.

The challenge of the last stage is to defeat all of the enemy tanks and soldiers and save the prisoners in spite of the proximity of the enemies and the constant attacks. We've found that a helicopter, if destroyed by a grenade, will cause a greater radius of explosion than a helicopter that has been shot down with the gun. If a helicopter is close to a prisoner, the prisoner has a better chance for survival if the helicopter produces less shrapnel.



A helicopter hit by grenades will be dangerous for those on the ground.

Using the gun to take out helicopters will help insure the safety of the prisoners.

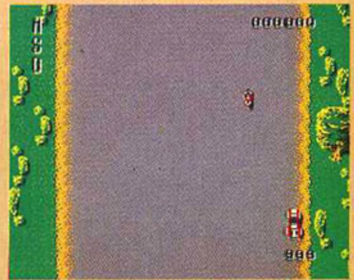
SPY HUNTER

From Agent #086

Get a car with all the extras!

Here's how you can start with the ability to create Oil Slicks, a Smoke Screen, and launch Missiles. When the title screen appears, press and hold the Select Button, the A and B Buttons, and the center of the Control Pad. Press Start and your car will be loaded with all the extras. Press Select in order to change from one option to the next.





Press and hold Select, A, B, and the center of the Control Pad. Then press Start and get moving!



This code will give you an extra car too!



ZANAC

From Agent #123

Choose your own stage.



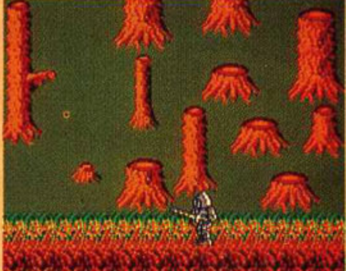
Warp to expert levels instantly! Just press Reset on the Control Deck 13 times and press Start on the Controller. You'll discover that you can change the stage number on the screen by pressing Left and Right on the Control Pad! Choose to Continue and you'll start on the desired stage! It'll only work for the first ten stages though. You'll have to get to Stages 11 and 12 on your own.

WIZARDS & WARRIORS™

From Agent #015

Bypass the Wizard!

When you get to the second forest scene, which is just after the red caves, walk all of the way to the left until your character is at the edge of the screen. Then levitate and stop levitating very quickly by tapping Up on the Control Pad repeatedly. Your character will go off the screen to the left and appear again on the right side. You'll find that the scene has now changed and you will be back to the first forest. Go to the end of this stage and defeat the Skull. The princess that you save this time will be Penelope, the princess that you usually save at the end of the second forest! Continue playing, and in a few stages the last princess will be saved!

Fight your way to the second forest stage.




Tap Up on the Control Pad while on the left edge.




Defeat the Skull and save Penelope!

DOUBLE DRAGON



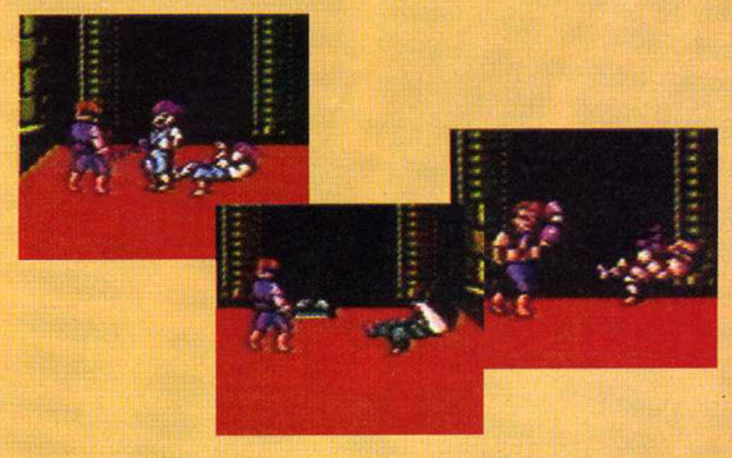
From Agent #207

Strange Weaponry

This trick requires incredible timing, but the results are worth it. This way you'll have weapons to take on Willy! In Mission 4, drop kick the Chintais and leave the knife where it falls. After you've defeated them, wait until the last Chintai blinks for the fourth time and pick up the weapon. It will transform into something like a golf club. Use this weapon against the Linda, but near the end of the battle, let one knock it out of your hand. Defeat the enemies and when the last one blinks for the fourth time pick up the weapon again. This time it will look different.




Grab the weapon when the last enemy blinks for the fourth time. It will result in a strange transformation.



Here's something else that requires good timing. You'll be able to pass the wall of cement blocks that pop out without a scratch most of the time. Just wait for the closest top block to come out two times in a row, and walk quickly to the right. All of the other blocks will miss!



ZELDA II THE ADVENTURE OF LINK

Ironknuckle Strategies

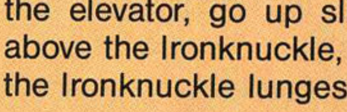
The Ironknuckles have always been among the most fierce opponents in Hyrule. Our team of experts has studied the Ironknuckles and have come up with several strategies that will help you avoid, defeat, and even take advantage of these tough characters.

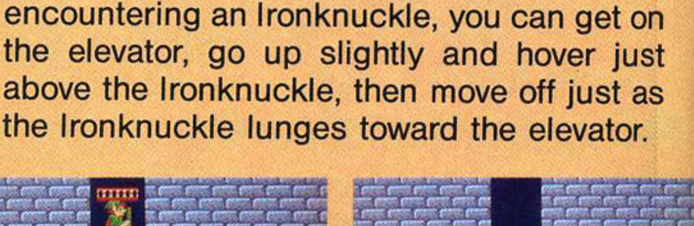




The Jump Spell, can also be used to avoid conflict with some of the stronger enemies. In some cases, especially before your character has achieved very high levels of experience, it's better to leap over an Ironknuckle.

From Agent #113





If you happen to be close to an elevator while encountering an Ironknuckle, you can get on the elevator, go up slightly and hover just above the Ironknuckle, then move off just as the Ironknuckle lunges toward the elevator.

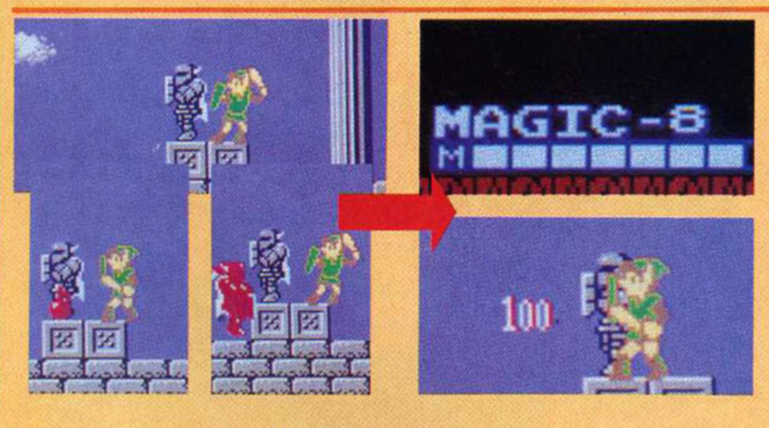




One strategy that we have found works very well in fighting the durable Ironknuckle is to crouch down and jump and jab as quickly as possible. The quicker the better. If you have the NES Advantage or NES Max, the turbo features will help with this method.







At Palace Two and beyond, you can jab at the visor of the Ironknuckle statue to either produce Red Magic Potion or make the statue come to life. If the potion appears, you can use the Life Spell to replenish your Life and then take the potion to replenish your Magic. If the statue comes to life, you can defeat the Ironknuckle for 100 Experience Points, leave the Palace and come back. When you return, you can repeat the same process.

Castlevania II Simon's Quest™

From Agent #072

Invisible Elevator!

Here's a quick tip. Our agents have found that the moving platform at the beginning of Berkely Mansion is always in place, but it's only visible when Simon is holding a Crystal. If he has not selected a Crystal, Simon will not be able to see the platform.

Note: We've seen two different endings for this game. But our agents have not found how the endings are determined yet. If you have ideas, let us know.

ZELDA II THE ADVENTURE OF LINK

Experience Transfer





Use skills of one character to advance the abilities of others.

You've saved Zelda from her long sleep and now you would like to go through the game again with another character. With a simple procedure, you'll be able to start this new character with advanced abilities and experience.

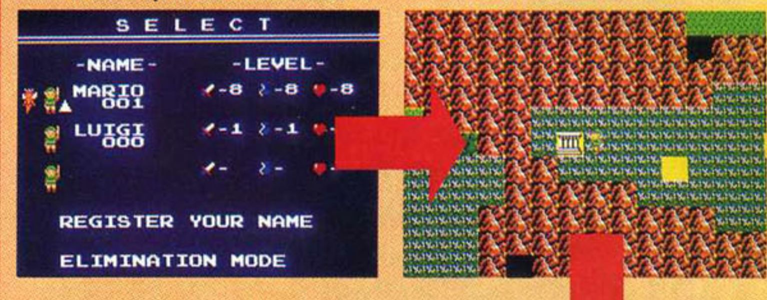
First select the character that has completed the game. This character will start with the maximum levels of Magic, Life and Attack. With his advanced skills it will be simple for him to conquer the lower level palaces, as each enemy can be defeated with only a few hits and he will know spells to aid him in his journey.

When the character conquers the First Palace and places the jewel in the statue, he will be awarded with enough Experience Points to bring him up to a total of 9,000. As the character's Experience Points begin to go up, press the Start Button to pause the game. Then, on Controller II, press the A Button and Up on the Control Pad at the same time. The game will give you the option to Continue or Save. Elect to Save and choose another character to play. This new character will begin by earning the points that were intended for the other character. Instantly, he will receive thousands of Experience Points and move up several levels on the way.

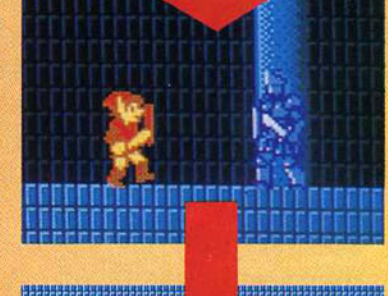
If you want even more points for this character, you can use the same procedure and have the more experienced character go through the Second Palace.

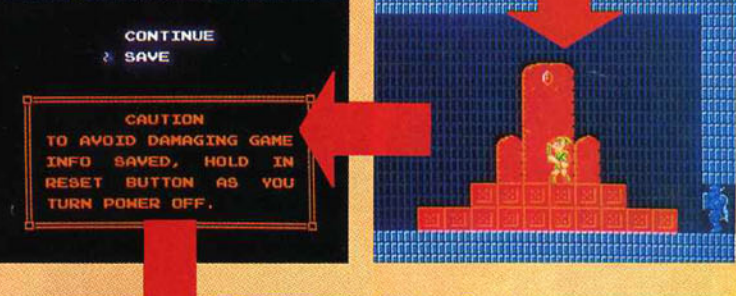
From Agent #104

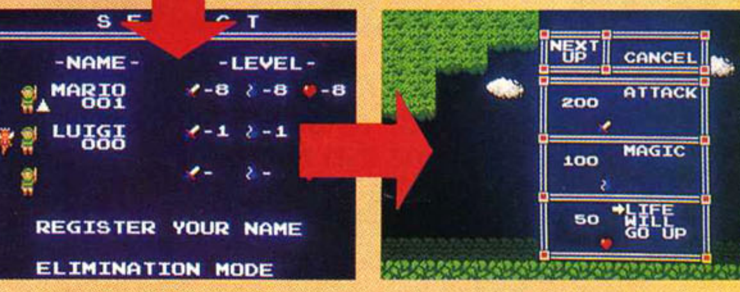
The fulfillment of Link's mission is to build enough Experience Points for abilities and the increased strength that some of the more difficult palaces require. With more experience, Link will be able to defeat enemies more easily, he'll have increased stamina, and spells will be easier for him to cast. Here's a way to build experience quickly and easily. If you have a character that has been through the entire game, you can use his advanced abilities to earn Experience Points for your less accomplished characters.



Choose a chararacter that has been through the entire game. Conquer an easy level and as you are collecting your points, pause the game and save the character.





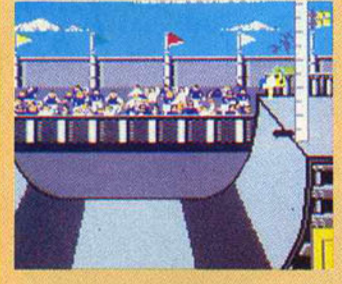


Choose a new, inexperienced character and watch the points build up! You'll be on the fourth or fifth level of experience in no time.

SKATE OR DIE!™

Super Skateboard Strategy

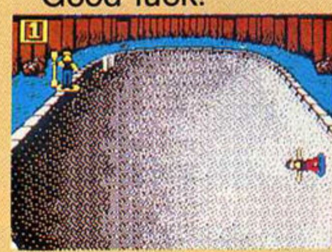
The Downhill Event has been the subject of a large part of our agents' investigation. They've determined that the pipe near the center of the course can be negotiated for big bonus points. The trick is getting in and staying in. If you crouch down just before you enter, stay down, and don't turn while in the pipe, and you'll be successful. Remember, the more tricks, jumps and turns that you can do without taking up too much time, the better. Each extra move will earn you valuable bonus points.

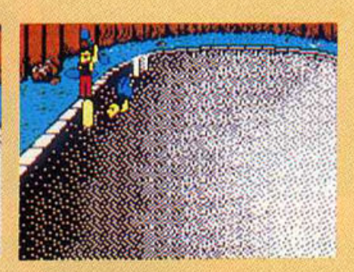


In the High Jump, if you've jumped as high as you're going to go, press the A Button to kick up your board. This way you'll add a couple of inches to your jump height.

The Pool Joust is a tough event that can be mastered with practice. A good strategy is to stay on the very edge of the pool and watch to see exactly what your opponent is going to do. Be careful! If you stay in one place too long it will be your downfall.

Good luck!





From Agent #013 Codename: Shred Head

There are a few tricky spots in this fast thriller that our agents have been working on. They've donned their skating helmets and protective pads and have hit the pavement, so to speak, to come up with some tactics that will help you be the champ of the ramp.





Crouch down, stay down and skate straight.



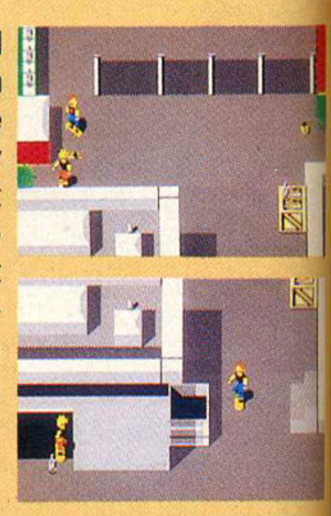




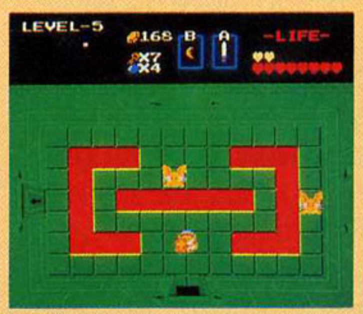


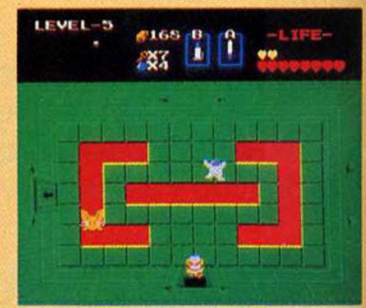
Jump, turn and hot dog for extra points.

Agent #013 has discovered a building halfway through the Jam Event that looks like an obstacle but actually turns out to be no problem at all. Just after the first wire fence, veer sharply to the left and go straight in one doorway and out the other to gain a few precious seconds on your opponent.



Here's a quick note on The Legend of Zelda. We have discovered that inside some labyrinths, where there are rooms that have more than one kind of enemy, you'll be able to avoid defeating some of the tougher monsters. Simply defeat the less difficult creatures, so all that remains are the tough ones. Leave the room, come back, and sometimes some of the tough enemies will have changed into easier-to-defeat enemies. Repeat this procedure and you'll be able to breeze by some challenging areas!



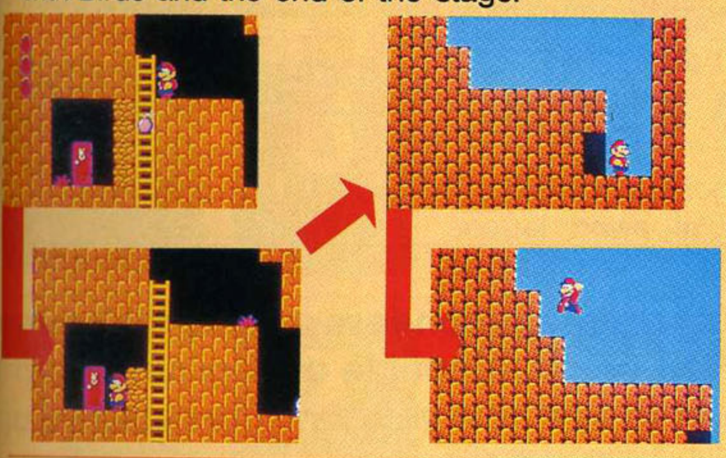


Defeat the lesser enemies, leave, come back, and some of your foes will have transformed!

SUPER MARIO BROS. 2

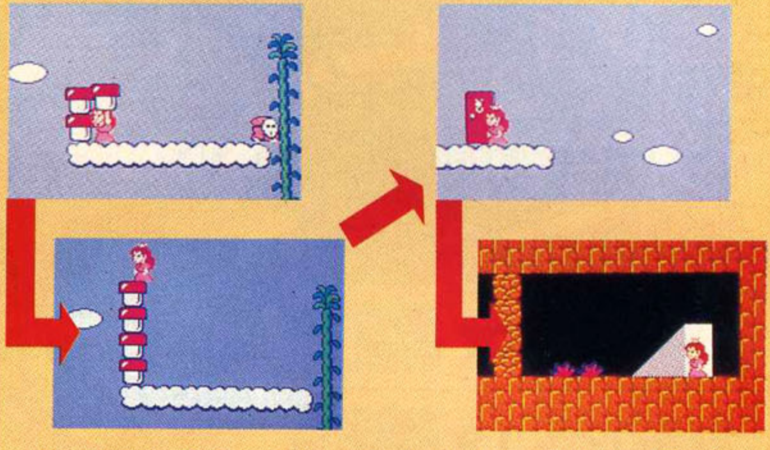
Short cuts to Birdo

In Stage 1-1, after you enter the cave where the waterfall is, climb the vine and jump across the waterfall to the left with super speed. You'll find bombs and a break-away wall, with a door on the other side. Pick up a bomb and drop it down to the wall as it's flashing. If your timing is right, you'll be able to blow open the wall and make it to the door. The door will lead to an area that ascends to the left. Jump up to the top and off the screen. Then move left and soon you'll meet up with Birdo and the end of the stage.



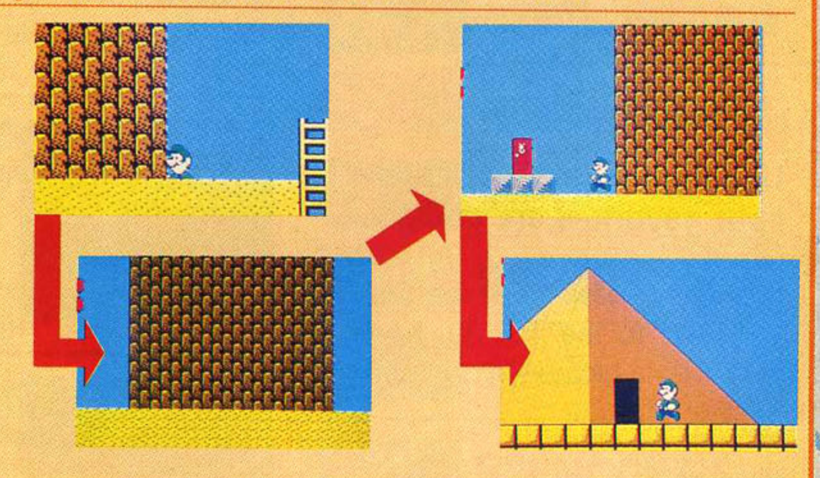
From Agent #826

Agents have uncovered alternate routes that will lead from an early point of a stage to the Birdo character in that same stage. Here they are:



In Stage 3-1 you can cut some corners. First go through the door at the beginning. When you come out, climb the clouds to a magic carpet and float up to a vine. When you climb the vine, there will be clouds to the left that you can't stand on. You will, however be able to put a mushroom block on the clouds and then stand on the block. Then advance to the left to a door. This door will open to an area with two bombs and a wall. Bomb the wall, and move on to the left to the Birdo at the end of the Stage.

Here's one from our desert survival corps. In Stage 6-3, just after you climb up the ladder, walk to the left until you touch the wall. Let your character sink into the sand and when you're almost covered with sand, move to the left and press the A Button repeatedly. You will swim through the sand under the wall to the other side. There will be a door here that will lead to an area in the clouds. This is not a mirage: Advance to the left and you'll see the pyramid entrance to Birdo's lair. You're almost to the end!



Calling all agents!

Have you ever come across anything really special in your game playing exploits? We'd like to hear about it! Send your tricks to:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733



NINTENDO POWER

See where your favorite game ranks in America's Top 30!

Tabulated January 20, 1989

TOP·30

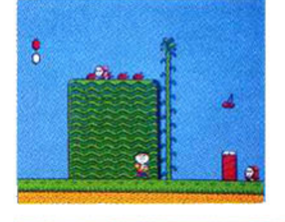
Lots of new games. Lots of changes. Lots of great contenders making their move. Some veterans who refuse to go down for the count. A couple of fiery newcomers. And each one a sure winner! Check the chart to see how your favorites stacked up.

Use this key to find out how your favorites are doing.


These titles are new to the Top 30. Keep a close eye on them.


Games that are really on the move. These games have jumped up several places on the poll.

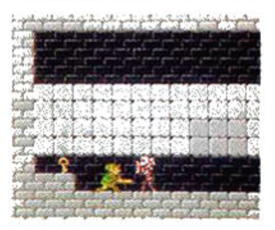

Favorites that have maintained their popularity among the Top 30.







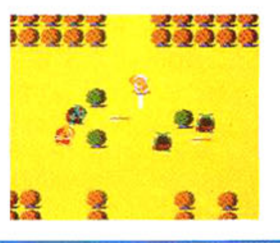
A solid lead for the second issue in a row. Number one and climbing higher all the time!





ZELDA II— THE ADVENTURE OF LINK

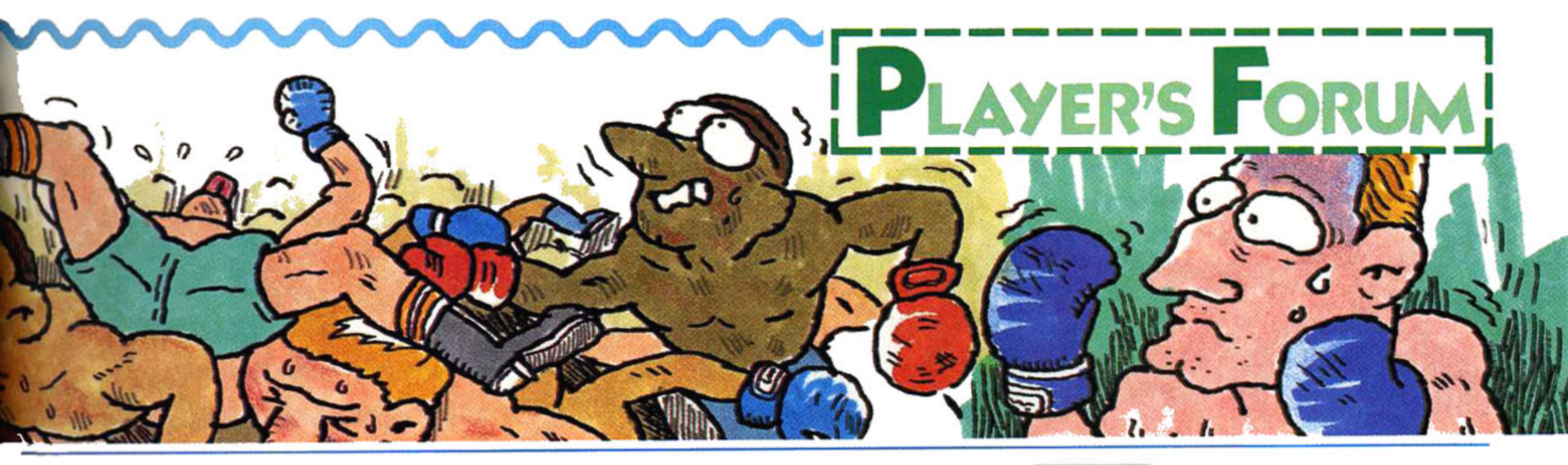
Up one spot from number three, Link's star is still on the rise and holding second place.





THE LEGEND OF ZELDA

Zelda traded places with her sister Pak and is still maintaining unwavering popularity.






4 — 4,747 POINTS

MIKE TYSON'S PUNCH-OUT!!

Nothing keeps the champ down for very long and he's back up to number four from sixth last month.




5 — 3,979 POINTS

CONTRA

Continuing its steady climb, Contra checks in at number five, four up from number nine.




6 — 3,841 POINTS

CASTLEVANIA II-SIMON'S QUEST

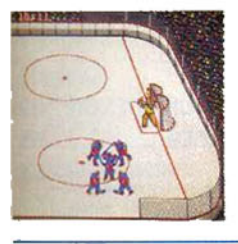
First time in the top ten, Simon's new sequel bows in at an impressive number six.




7 — 3,732 POINTS

BIONIC COMMANDO

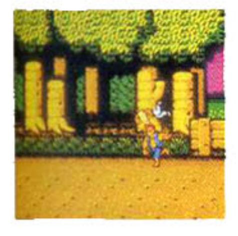
Whoa! Check it out. B. C. is swinging in past the rest at lucky number seven.




8 — 3,533 POINTS

BLADES OF STEEL

First time in the Top 30 and it's "checking" in at number eight! This ice is definitely hot!




9 — 3,387 POINTS

DOUBLE DRAGON

Back at number nine from two issues ago, Billy Lee is still holding his own.




10 — 3,384 POINTS

METROID

After more than a year in the top ten, the greatest SciFi mission of all is still here.

Rank	Points	Title
11	3,371	BASES LOADED
12	3,156	BLASTER MASTER
13	3,043	MEGA MAN
14	2,795	CASTLEVANIA
15	1,947	TOP GUN
16	1,872	R.C. PRO-AM
17	1,712	KID ICARUS
18	1,559	RAMPAGE
19	1,438	MILON'S SECRET CASTLE
20	1,428	GOLGO 13
21	1,350	HUDSON'S ADVENTURE ISLAND
22	1,331	MEGA MAN II
23	1,305	METAL GEAR
24	1,267	PAPERBOY
25	1,253	1943
26	1,241	ICE HOCKEY
27	1,225	LIFE FORCE
28	1,205	WIZARDS & WARRIORS
29	1,075	BUBBLE BOBBLE
30	1,048	DOUBLE DRIBBLE



Players' Picks

GAME	PTS
1 MIKE TYSON'S PUNCH-OUT!!	2,402
2 BASES LOADED	2,363
3 CONTRA	2,361
4 DOUBLE DRAGON	2,212
5 CASTLEVANIA	1,920
6 BLASTER MASTER	1,863
7 ZELDA II-THE ADVENTURE OF LINK	1,683
8 BLADES OF STEEL	1,564
9 SUPER MARIO BROS. 2	1,562
10 RAMPAGE	1,559
11 BIONIC COMMANDO	1,499
12 PAPERBOY	1,267
13 KID ICARUS	1,178
14 R.C. PRO-AM	1,001
15 ICE HOCKEY	975
16 CALIFORNIA GAMES	971
17 LIFE FORCE	849
18 DOUBLE DRIBBLE	725
19 GOLGO 13	724
20 THE LEGEND OF ZELDA	655
21 T & C SURF DESIGN	646
22 1943	617
23 XENOPHOBE	609
24 TOP GUN	605
25 METROID	591
26 THE GOONIES	539
27 ULTIMA	536
28 PLATOON	522
29 SUPER MARIO BROS.	501
30 WIZARDS & WARRIORS	501

IN THIS CORNER . . . THE CHAMP IS BACK!

What an upset! The Dynamite Kid comes back from sixth to claim the title.

Pros' Picks

GAME	PTS
1 THE LEGEND OF ZELDA	3,633
2 SUPER MARIO BROS. 2	3,424
3 ZELDA II-THE ADVENTURE OF LINK	3,405
4 MEGA MAN	3,043
5 CASTLEVANIA II-SIMON'S QUEST	2,301
6 METROID	2,225
7 BIONIC COMMANDO	1,598
8 MIKE TYSON'S PUNCH-OUT!!	1,541
9 MEGA MAN II	1,331
10 BLASTER MASTER	1,293
11 MILON'S SECRET CASTLE	970
12 CASTLEVANIA	875
13 METAL GEAR	875
14 HUDSON'S ADVENTURE ISLAND	799
15 SOLOMON'S KEY	780
16 DOUBLE DRAGON	723
17 WIZARDS & WARRIORS	704
18 GOLGO 13	704
19 TECMO BOWL	552
20 CONTRA	533
21 ZANAC	533
22 BLADES OF STEEL	456
23 SUPER MARIO BROS.	456
24 R.C. PRO-AM	342
25 THE GUARDIAN LEGEND	342
26 BASES LOADED	342
27 1943	323
28 DOUBLE DRIBBLE	323
29 SIDE POCKET	304
30 BUBBLE BOBBLE	266

ZELDA TRULY IS . . . LEGENDARY!

There's some new blood at Nintendo and the Queen of Video Games has increased her following of loyal subjects.

Dealers' Picks



GAME	
1 SUPER MARIO BROS. 2	17,
2 BLADES OF STEEL	1,
3 TOP GUN	1,
4 THE LEGEND OF ZELDA	1,
5 CONTRA	1,
6 BUBBLE BOBBLE	
7 MIKE TYSON'S PUNCH-OUT!!	
8 BASES LOADED	
9 BIONIC COMMANDO	
10 CASTLEVANIA II-SIMON'S QUEST	
11 METROID	
12 HUDSON'S ADVENTURE ISLAND	
13 RAD RACER	
14 ZELDA II-THE ADVENTURE OF LINK	
15 KID ICARUS	
16 R.C. PRO-AM	
17 DONKEY KONG CLASSICS	
18 MILON'S SECRET CASTLE	
19 GOLF	
20 DOUBLE DRAGON	
21 METAL GEAR	
22 COBRA COMMAND	
23 10-YARD FIGHT	
24 TOWN & COUNTRY SURF DESIGN	
25 MICKEY MOUSECAPADE	
26 LIFE FORCE	
27 EXCITEBIKE	
28 1943	
29 ICE HOCKEY	
30 PINBALL	

THE BROS. SEEM TO B AN UNBEATABLE TEAM

A runaway favorite among de ers, Super Mario Bros. 2 bounc away with the number one sp for the second time in a row—w over eleven times the number votes of number two! Go guys

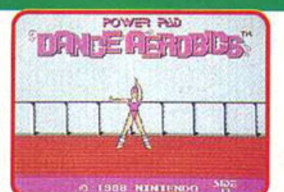
POWER PAD™ '89



PLAY-OFFS

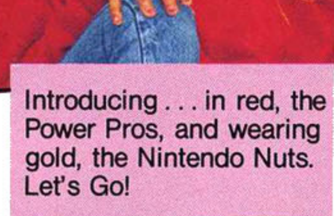
Hello folks. Welcome to the Power Pad Play-offs. I'm Steve Sportsguy and live at the scene is Mike Motormouth. Motor-mouth?





The contest begins. New from Nintendo, the Power Pad invites you to test your athletic abilities along with your friends or against a video challenger.

Thanks Steve. I'm here in Trevor's living room, the site of today's games, and I think its going to be a close one. The teams have been warming up and they're ready to show their stuff.







TM Nintendo of America Inc.


WORLD CLASS TRACK MEET™
Our competitors meet first at the World Class Track Meet, where they run and leap for the Gold! Looks like our challengers in the 100 M Dash, Travis and Danielle, are ready to take off.
Let's watch the action.
They're off!
Travis takes an early lead.
Danielle comes back strong.
They're neck and neck.
It's going to be close!
Danielle wins!
NINTENDO
Terri is the 110 M Hurdles Champ!
The Triple Jump Trophy goes to Travis.
Bryant leaps to the Longest Jump.
The teams finish with a tie in this game. Let's move on.
TM Nintendo of America

DANCE AEROBICS™

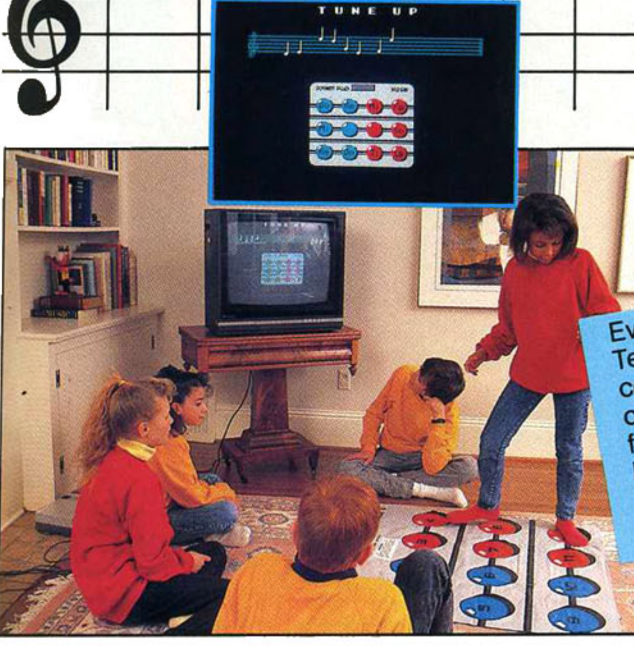




Aerobic exercise in the Dance Aerobics studio is fun and entertaining, as our Aerobics Superstar, Jeanna, demonstrates.

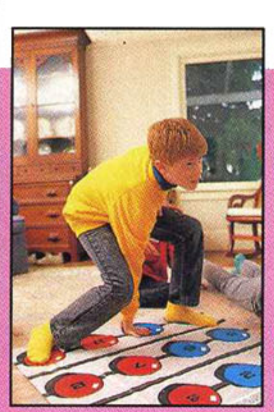
There's much more to Dance Aerobics. Tune Up, Mat Melodies, and Ditto test your musical and physical abilities.

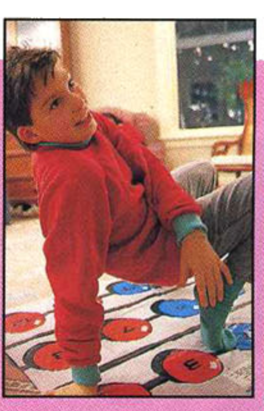




Everyone agrees that Terri's own Tune Up composition tops the charts and Danielle follows the bouncing ball and scores a perfect 100 on Mat Melodies!









There are no clear winners in the Ditto event. Everyone is all tied up while trying to match the computer's moves. The Power Pros win the overall Aerobics contest and they lead going into the final event!

SUPER TEAM GAMES™

Our teams trade victories in two popular Summer Camp events. The Power Pros win the Relay Race and the Nintendo Nuts claim victory in the Six-Legged Race.

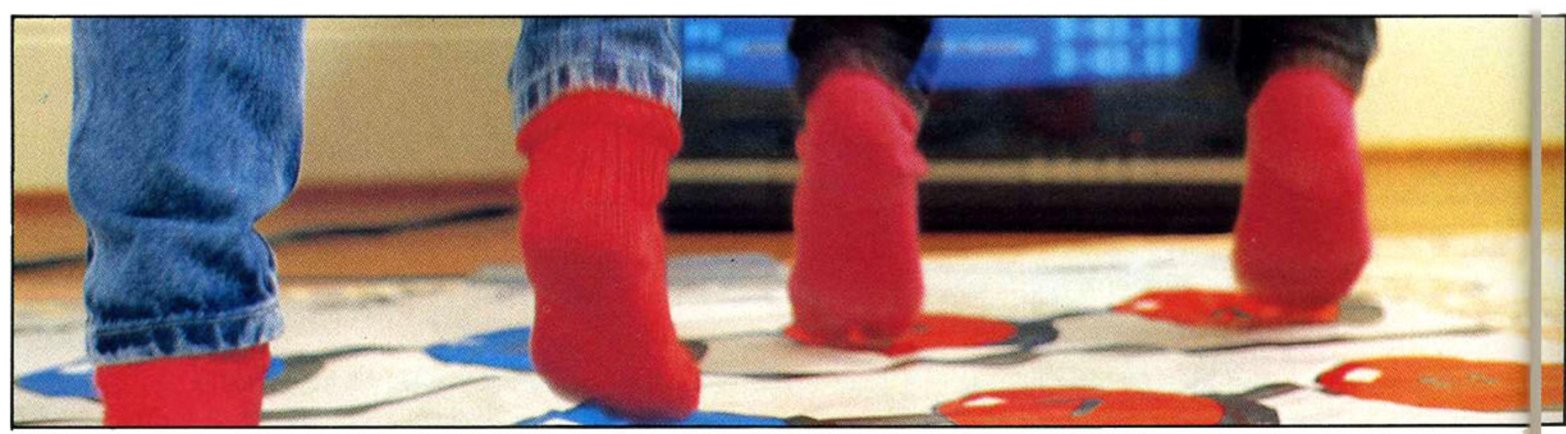
CAMP NINTENDO

The whole group gets into the action at the Super Team Games. Good teamwork is essential here, as many of the events require each team member to work together toward a common goal.

Danielle turns in a sturdy performance in the Obstacle Course and wins easily.

The Competition was tied going in to the Tug Of War. And the winner is . . .

Trevor pushes the Nintendo Nuts to a free wheeling victory in the Skateboard event.



Well Mike, it looks like everyone had alot of fun. Who won?

It was great fun, Steve, and the Power Pros came out victorious.

Everyone is really a winner with the Power Pad and these three terrific games.

Fun, fast paced action and physical fitness. That's the new Power Pad, now sold separately with World Class Track Meet.





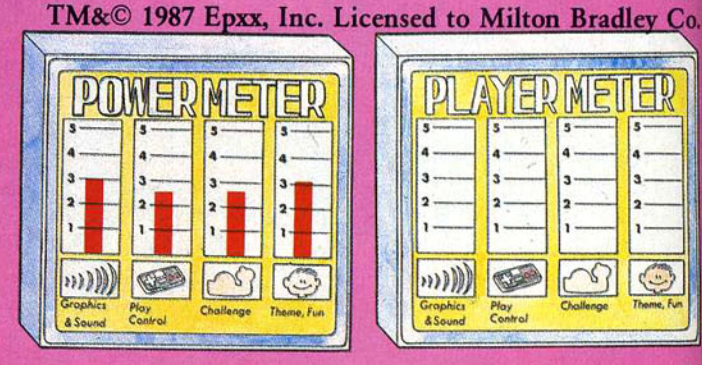
This time around in Video Shorts, we go from 16th Century feudal Japan to modern day Mexican jungles where we'll do battle with a futuristic alien. In between, we'll be put through our paces in military strategy and helicopter action. We will explore the mystic arts of kung fu and tarot readings. Roll 'em.

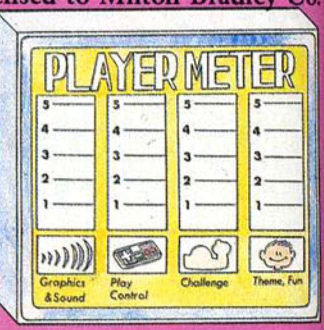


CALIFORNIA GAMES™

from MILTON BRADLEY

You'll be in a state of excitement with the variety of "fun-in-the-sun" activities to choose from in California Games. For you free-wheeling types, there's a treacherous trail biking course, an intense skateboard half-pipe, and a bad obstacle-laden sidewalk course to challenge the best rollerskaters. Hit the park for a little foot bag or flying disc toss or board your board and grab some waves. C'mon, dude, bring your baby oil and let's catch some rays.





SURFING



Maneuver your board near the edge of the tube for more points.

BICYCLING



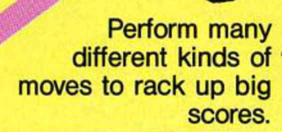


Time your jumps accurately. Remember, speed isn't always best.

SKATE BOARDING

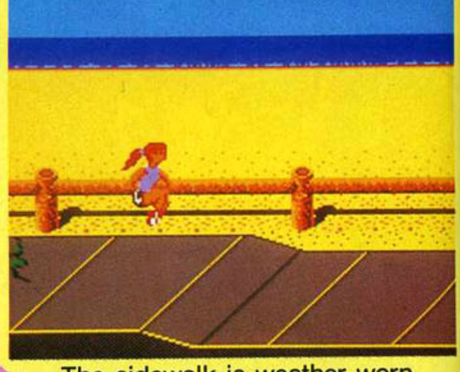


Executing a critical turn requires good height and precision timing.



ROLLER SKATING



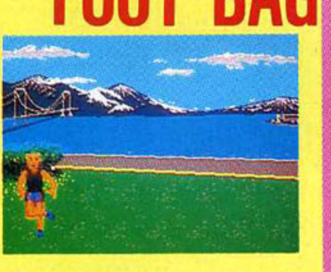


The sidewalk is weather worn and there are some killer cracks.



FOOT BAG





Perform many different kinds of moves to rack up big scores.

FLYING DISC

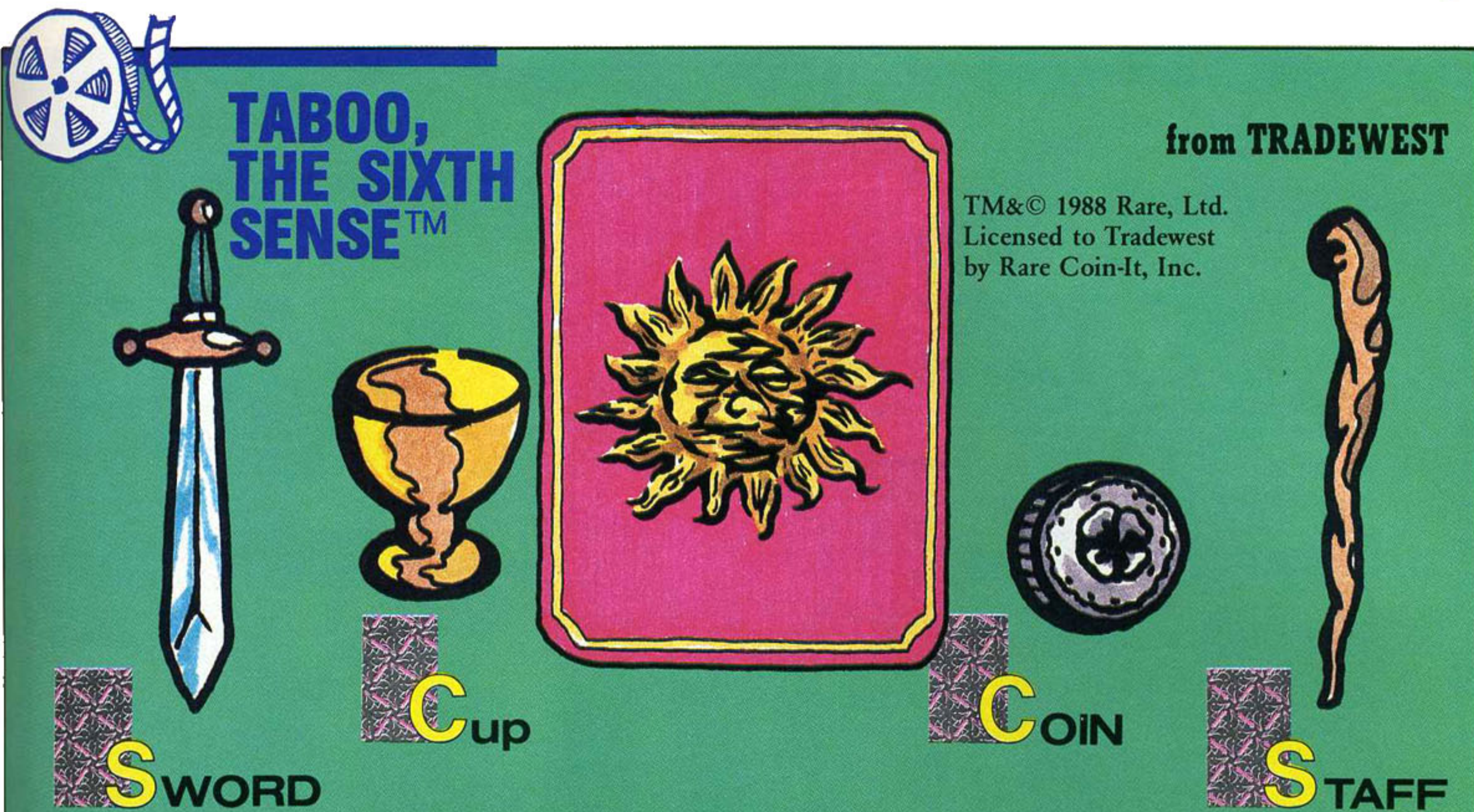


Monitor the inset screen to judge distance.



TABOO, THE SIXTH SENSE™

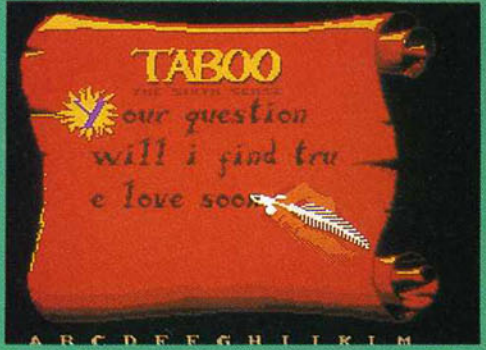
from TRADEWEST



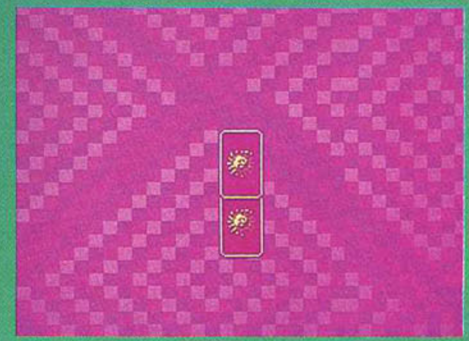
Ancient folk traditions meet state-of-the-art technology! Tarot cards are the centuries-old traditional cards used by fortune tellers to predict the future. Taboo is the modern day technological version of a typical Tarot reading. All 78 cards of the regular Tarot deck (from which our modern day 52 playing card decks have evolved) have been incorporated into a Game Pak. Simply input your name, birthdate, sex, and ask a question about a specific upcoming situation or event. The electronic Tarot deck is shuffled and one particular card is selected to represent you, while ten more cards are laid to provide you with the answer to the question you just asked. After your reading, select a state and lucky numbers will be displayed. They could be your winning numbers. Taboo even comes wrapped in a black silky velvet cloak, the traditional wrap of a Tarot deck.



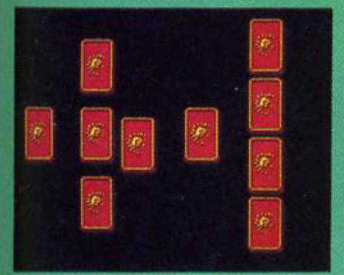
The mystic hand with the quill pen will write your personal information.



To what question do you dare seek an answer?



The deck is shuffled and a card is displayed to represent the questioner.

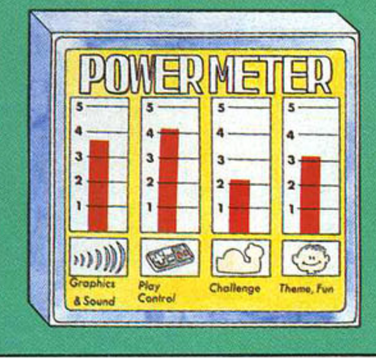


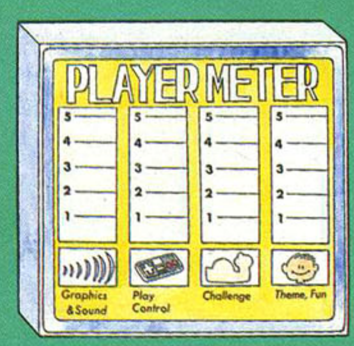
The Tarot cards are in the positions forming the celtic cross.



Select a state and get your lucky numbers.

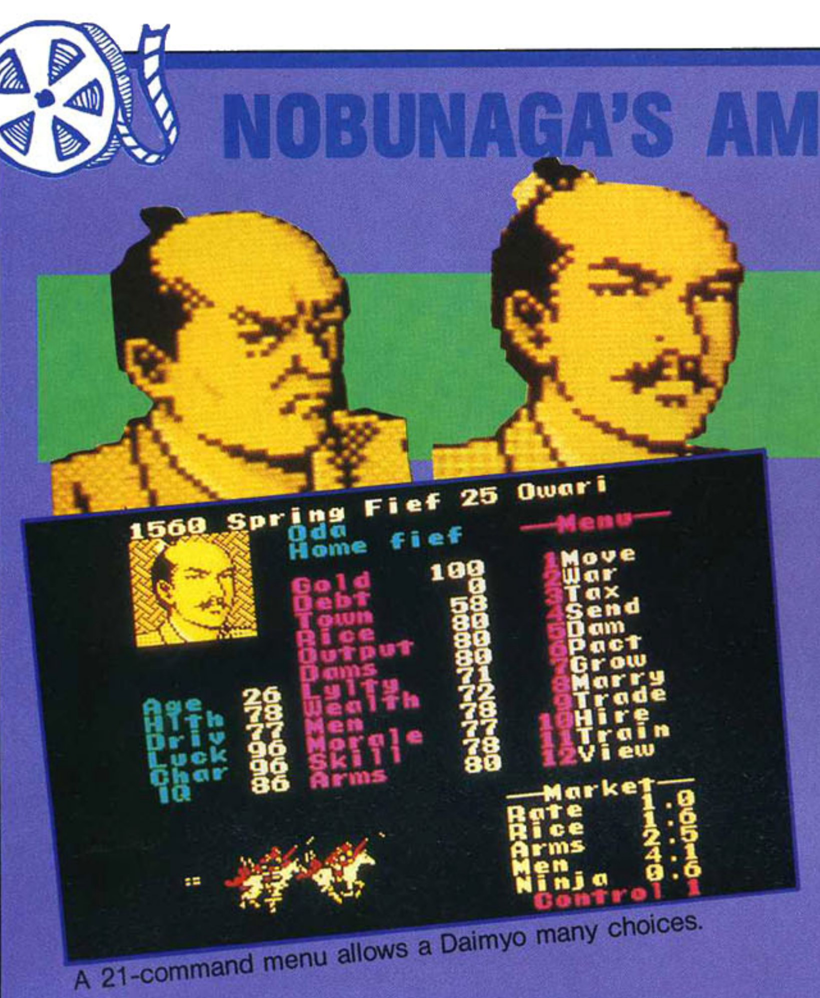
Taboo is intended strictly as entertainment and as a curiosity. No other use is encouraged or implied. Taboo deals with a subject matter that may not be appropriate for some players.



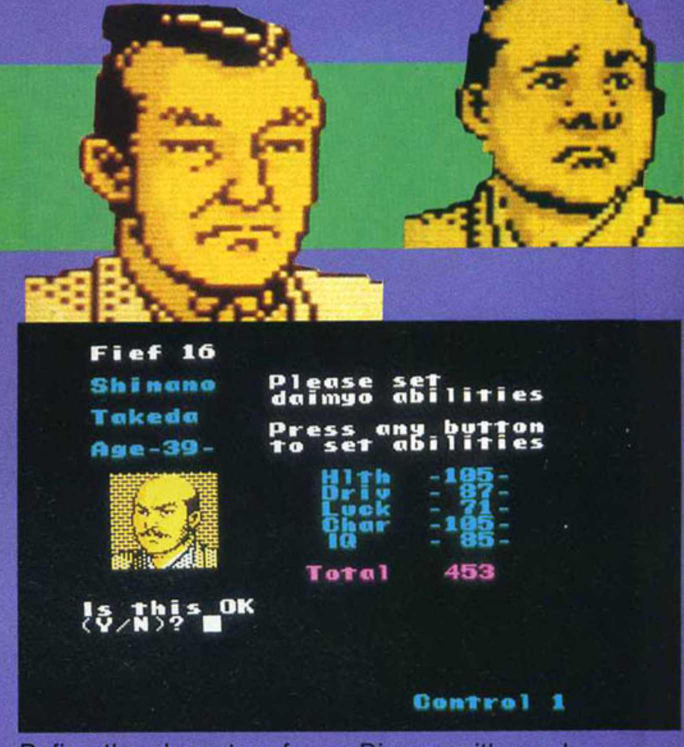


NOBUNAGA'S AMBITION™

from KOEI
TM Koei Corporation



A 21-command menu allows a Daimyo many choices.

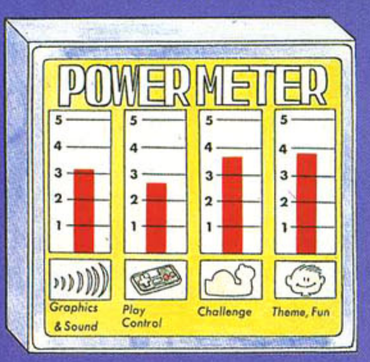


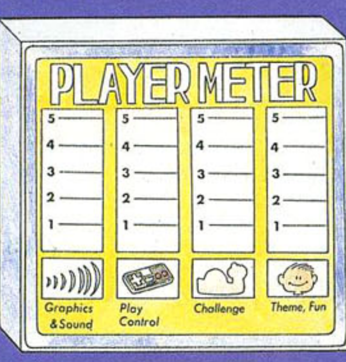
Define the character of your Diamyo with number amounts for characteristics.

Welcome to 16th Century feudal Japan, rampant with chaos as there is no single ruler or government to unite the people. Many Daimyos (leaders of smaller sections of the country) attempt conquest and growth of their individual empires and vie for control of the entire nation. The most notorious of the Daimyos is Oda Nobunaga and his ambition, like the other Daimyos, is total conquest. With a "Zelda"-like memory, this game is rich in the flavor of Japan's civil war period, relating the uncertainty and brutality of the times. Accept the role of one of 50 Diamyos and define his characteristics. Soon you'll have an understanding for the problems which face the Diamyos as a menu screen with 21 commands appears and you must make decisions which will determine the future of your followers. If you tax the people, will they revolt? Should you sell your surplus goods and hire ninja spies or simply declare war or. . ?



Watch the information insert to learn news of other fiefs.







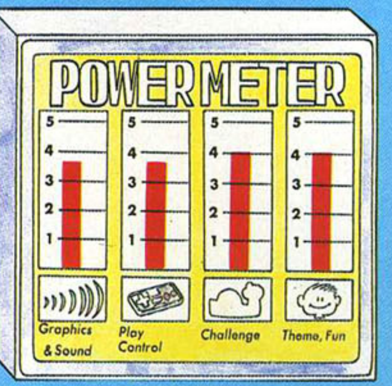


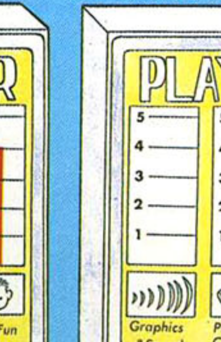


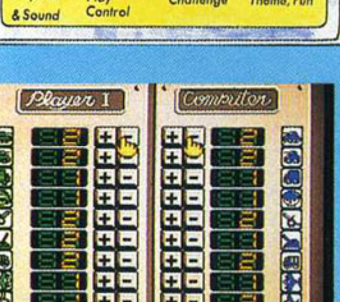
DESERT COMMANDER™ from KEMCO-SEIKA

TM Kemko-Seika

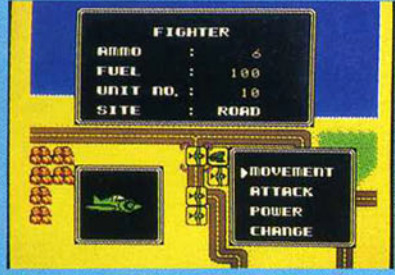
"General, we got enemy fighters coming in from the east and our reconnaissance team reports a division of infantry and armored units to the south, but they've left their base unguarded. Request orders, sir! Over!" "Ready the antiaircraft weaponry, send our fighters south, and mobilize our bombers to take out that base! Yesterday, Mister!!!" You are in command of your country's defense. With your limited budget, select the equipment and personnel that you think will be most effective. The large overview map will keep you updated as to the enemy's positions and movements. Using your world renowned combat ingenuity, you must command your forces to maximize their effectiveness. You must protect your base and keep supplies replenished. When your forces meet the enemy and engage in battle, a split screen shows the action and keeps track of casualties and equipment loss. Play against the computer or a fellow general.







Determine your needs and set allotments for equipment and aircraft.

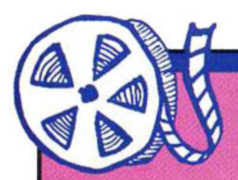


Place your squadrons in strategic places to gain an early advantage.

Move along side the enemy and engage in combat or tactfully wait

UNITS LEFT 0
UNITS LEFT 7

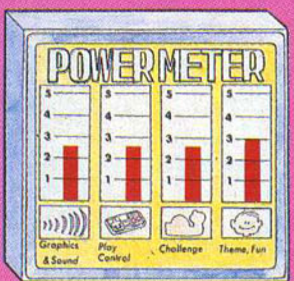
The split-screen combat display will show wins and losses of both sides.

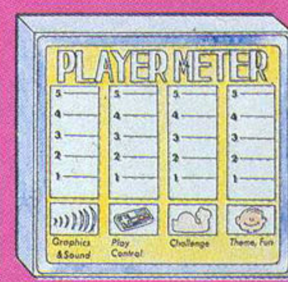


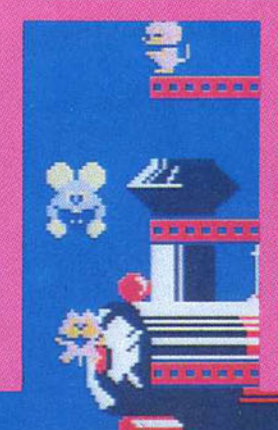
MAPPYLAND™

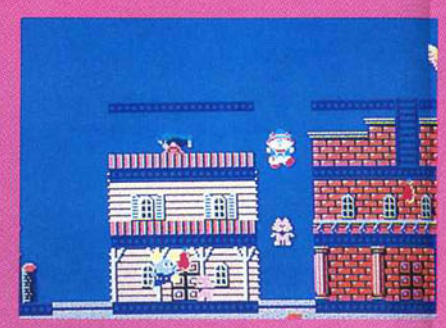
from TAXAN
TM&© Namco Ltd.

Here's a bouncy little quest to get your spirits hopping and move you to spring into action. Mappy, a policeman mouse on vacation, has some hurdles to vault. You see, Mappy is having a bad day. It's Mappy's girlfriend, Mapico's birthday and the Guchi Gang has stolen and hidden the presents that Mappy had bought for her. Guide Mappy through the eight areas where the presents are hidden, while the Guchi Gang chase you and try to prevent you from finding your treasures. Use quick thinking and the many trampolines available to outmaneuver these rascals. Get the jump on the gang with available weapons like fireworks, bowling balls, and fish. Mapico's party starts soon and the clock is ticking!

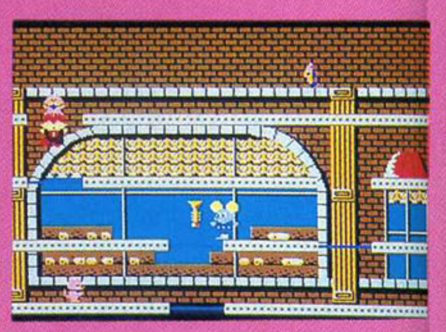








Get the special items for protection or to bump the Guchi Gang.



Grab the "brass ring" for a happy escape or to knock over the gang.

AIRWOLF™

from ACCLAIM
TM of and licensed by Universal Atg Studios, Inc.
©1984 Universal Atg Studios, Inc.

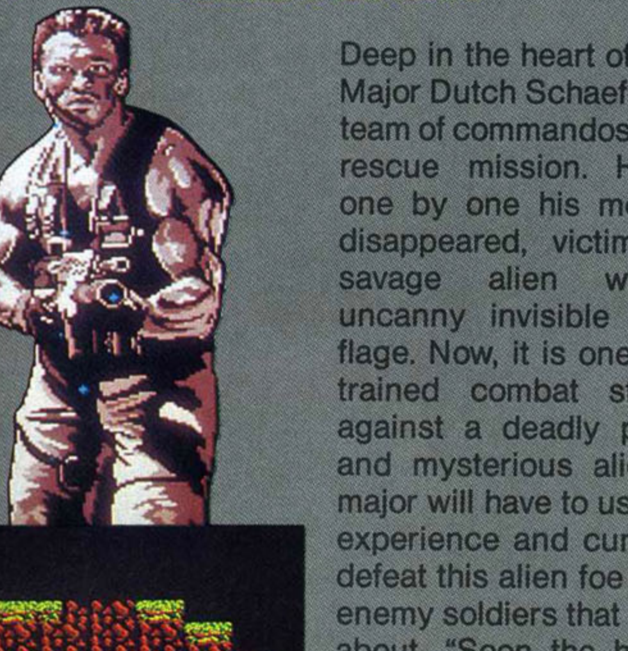
Your name is Stringfellow Hawke and you pilot Airwolf, the world's fastest, most formidable helicopter. You and your partner, Dominic Santini, are summoned out of retirement by Michael Coldsmith Briggs III (code name: Archangel) of Central Intelligence. Your mission is to infiltrate enemy bases and pick up prisoners previously thought missing in action. If possible, take out enemy aircraft and control towers. But beware. The enemy has learned of your mission and will be ready. However. . .you are in command of Airwolf!

Destroy the enemy's control tower and you'll prevent them from sending up more aircraft.

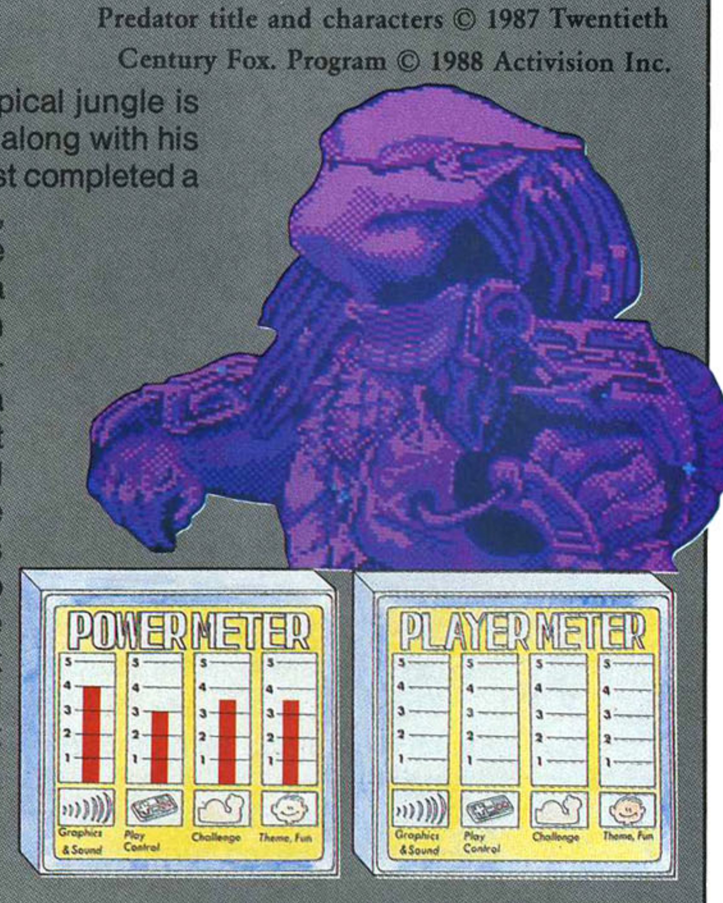


PREDATOR™

from ACTIVISION



Deep in the heart of the tropical jungle is Major Dutch Schaefer who, along with his team of commandos, has just completed a rescue mission. However, one by one his men have disappeared, victims of a savage alien with an uncanny invisible camouflage. Now, it is one man, a trained combat strategist against a deadly powerful and mysterious alien. The major will have to use all his experience and cunning to defeat this alien foe and the enemy soldiers that still lurk about. "Soon the hunt will begin." Inspired by the hit action thriller.





With the grenade, make stairs out of the stone wall.

POWER METER / PLAYER METER

	Graphics & Sound	Play Control	Challenge	Theme, Fun
POWER METER	4	3	3.5	3.5
PLAYER METER				

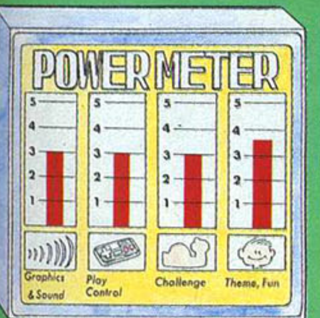


FLYING DRAGON™

from CULTURE BRAIN

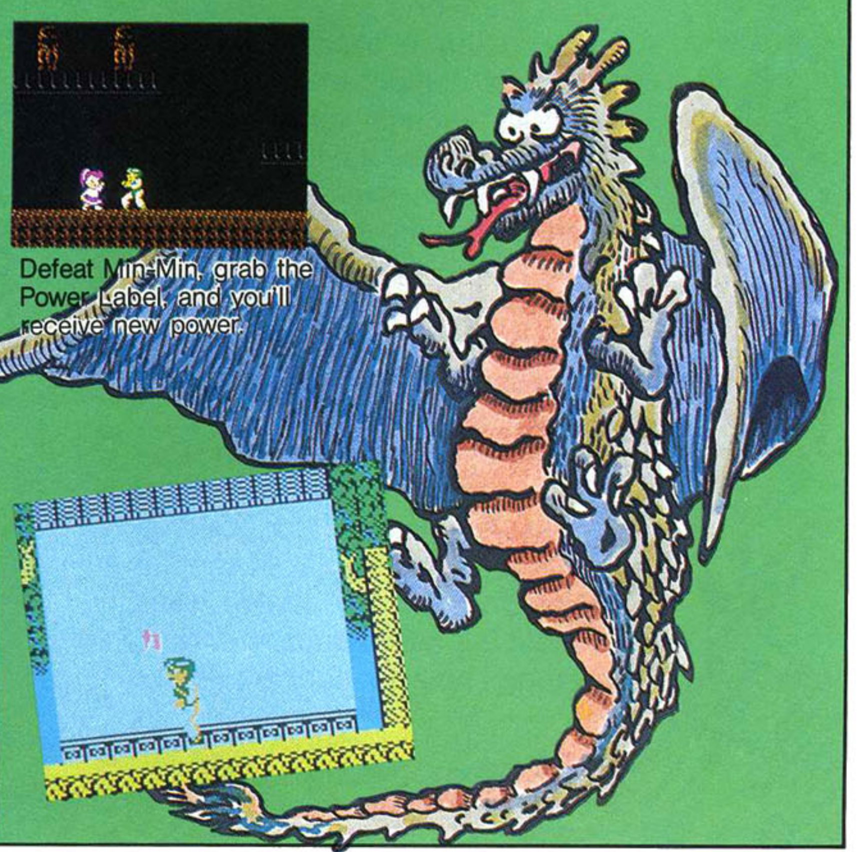
Ryuhi, a young man trained as a master in the martial art of Kempo, sets off on a journey to take part in a tournament of contact sports. His challengers are the criminally brutal Tusk Soldiers, who six years earlier had robbed Ryuhi's mentor of several Secret Scrolls. Throughout his journey, Ryuhi must defeat the Tusk Soldiers to recover the stolen sacred writings and reveal the Soldier's true identities. Each scroll will also increase Ryuhi's abilities and powers, enabling him to be the tournament champion.

Defeat Min-Min, grab the Power Label, and you'll receive new power.





	Graphics & Sound	Play Control	Challenge	Theme, Fun
POWER METER	3	3	3	3.5
PLAYER METER				





Announcing a Revolution in Home Video Fun!

On April 1, 1989, Nintendo of America Inc. unveiled a new series of Game Paks which it hopes will become the latest craze for its popular Nintendo Entertainment System (NES).

The new games are all part of what Nintendo calls the A.F.D. Reality Game System which emphasizes activities from everyday life unlike the currently popular fantasy quests and action games. A Nintendo spokesman stated that the new games would be fun, educational, and above all derived directly from real experiences that any player might one day experience.

For instance, in the Home Life Series of games, the Game Pak Muttroid teaches you how to give the dog a bath, clip its nails, and train it to fetch your slippers while at the same time you are beset by leaky plumbing and visiting relatives with three Siamese cats. Kids who got a chance to test the game said that it was just like real life except they didn't get wet.

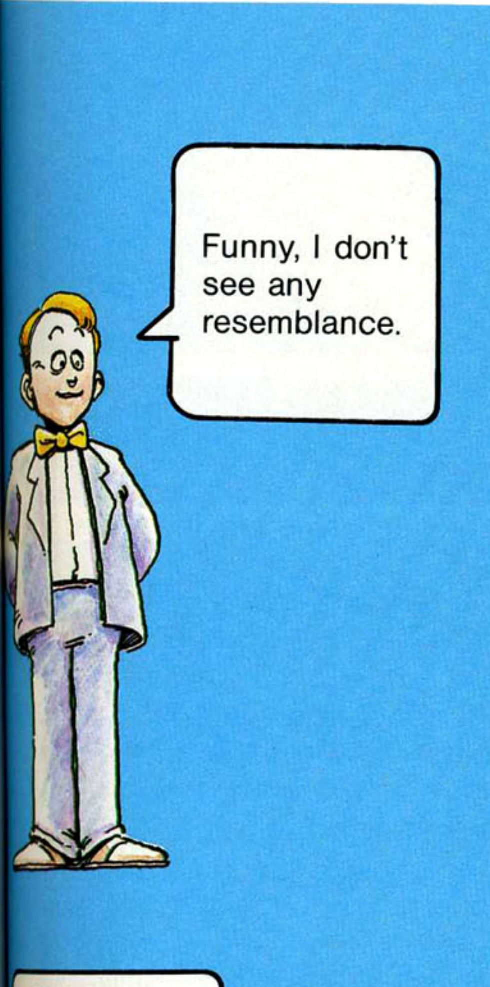
Another favorite test Game Pak came from the Job Training Series. People who plugged in a copy of Home Ninja Workshop learned how to scale walls without the assistance of ladders or rope, how to conceal themselves behind curtains and beneath chairs, and how to transform into an ancient warrior by using marshmallow cream. If this sounds a little too real for your tastes, maybe you would prefer more domestic games, such as Mommy Kong, Kid Sisters R' Us, or even Russian Hat Rack which pits your hat tossing skills against those of a trained bear named Sasha. Whatever your preference, the new Nintendo A.F.D. Reality Game System has a game to which you can relate, because now you're living with power.

By the way, for those of you who have been wondering what the A.F.D. stands for, it turns out that it is short for April Fool's Day. Gotcha.



THE WORLD'S FIRST NES TRIVIA TEST

We've had so many questions lately that we thought we'd answer them here in the NES Journal. However, rather than just give you the answers straight out, we decided to create this little quiz to test your video game comprehension and to do away with false rumors. There are no prizes; just the inner pride of knowing that you met the challenge of this grueling ordeal. And your mother will be so proud.



CHOOSE THE BEST ANSWER.

1. How many Minus Worlds are contained in Super Mario Bros.?
A. Only one: at the end of 1-2. (Accept no substitutions.)
B. Twelve: in the middle of 4-6.
C. Four hundred and thirty-nine: at the beginning of World 83-14a.
D. Four minus worlds, three positive demensions, two neutral planes, . .and a partridge in a pear tree.

2. How does one get out of the "*&%(!!*" Minus World at the end of World 1-2?
A. With the Power-Up crowbar.
B. Find the magic scuba gear and warp out to 8-4.
C. Go through the warp pipe that leads to Hyrule where Mario will surface and help Link battle Gannon.
D. You don't. You are trapped. No one has ever found a way out. (If you do, send us a picture. We'd love to see it.)

3. Is Nester the son of Howard Phillips?
A. Yes. Note the family resemblance.
B. No. Nester is Howard's little brother. Note the family resemblance.
C. No. (Though there does seem to be a strong resemblance.)
D. No. Nester is a fictional character created by Howard Phillips. His name means "NES-ter." Though there is a strong family resemblance.

4. Is there an adapter which allows one to play another video game system's games on the NES?
A. No, nor can you play our games on any other system.
B. Yes, but it requires strong mental powers to operate it.
C. Yes, and it sells for only $20,000,000.95. Donald Trump owns the only one we know of.
D. Oh, sure, and we gave one to. .uh. .the. .Tooth Fairy, yeah, that's it, the Tooth Fairy, yeah. And one to. .uh. .Santa Claus, yeah, that's the ticket, and the Easter Bunny, too, yeah. And we're. .we're sending one to everybody in the countr. .universe. Yeah, that's it. The entire universe. Yeah.

5. Will a player get free games, money, a trip to Europe, true love, a place in Heaven, etc. if he or she defeats Gannon, Mike Tyson, Bowser, Wart, the Mother Brain, Medusa, etc.
A. No. Only immortality and a guest shot on "Letterman."
B. No. Nintendo is not conducting a contest which awards prizes for defeating any specific character in our games.
C. You mean you haven't got yours yet?
D. No. You only receive an adapter like the one Donald Trump has.

6. Was Nintendo on strike; did it burn down; was it buried in an earthquake; or did any other catastophic event take place at Nintendo during Christmas of 1987.
A. No, just the giant meteor.
B. No, just that Amityville thing.
C. No, fortunately nothing like that happened; just the usual chaos.
D. Yes, all of it happened. But it was just another typical day here at Nintendo.

7. Is it possible to order games directly from Nintendo?
A. No. We do not sell directly to the public!
B. No. We do not sell directly to the public!
C. No. We do not sell directly to the public!
D. Read our lips. We do not sell directly to the public! You should visit your local retailer.

8. If you hold the map of Hyrule up to a mirror, which state does it appear to resemble?
A. The state of Antartica.
B. The state of Mars.
C. The state of Washington.
D. The state of confusion.

9. When sending a letter to Nintendo, it is best to include which of the following in the letter and on the envelope?
A. My full name, address, and zip code.
B. Super Bowl tickets.
C. Very legible handwritten (or preferably typewritten) words.
D. All of the above.

10. How does one find the Rainbow World on Super Mario Bros.?
A. You don't. There is no such thing.
B. By looking through a prism.
C. By creating a fine mist in front of your video monitor and then shining a light through it.
D. Duck under the lava at the base of the Mother Brain's pedestal.

11. When does Kid Icarus' adventure take place?
A. B.C.
B. A.D.
C. A. and B.
D. We're confused.

12. The very best way to get video game information, secrets, and tips is.
A. To trade your little brother for them.
B. In institutions of higher learning.
C. To read Nintendo Power.
D. To call Nester.

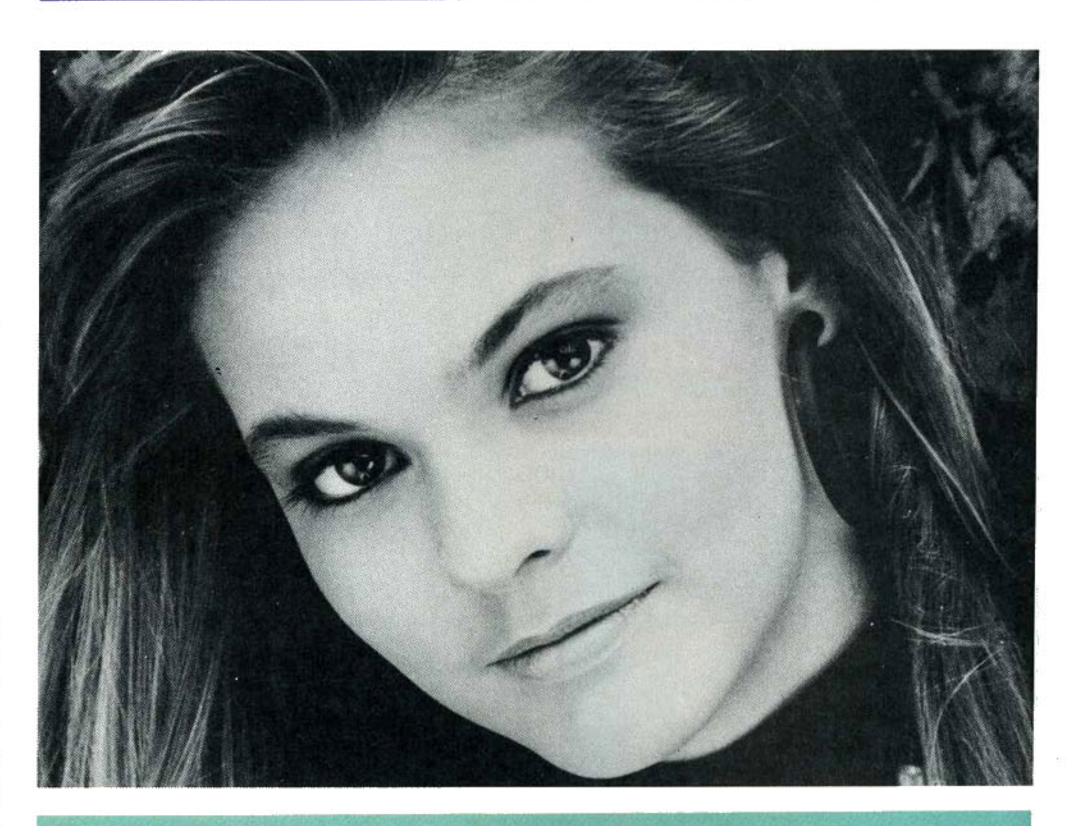
13. One of the very first video games was called.
A. Super Wheel Bros.
B. Donkey Saur.
C. Og's Punch-Out
D. Pong (or something like that).

Answers: 1.A.; 2.D.; 3.D.; 4.A.; 5.B.; 6.C.; 7.D.; 8.C.; 9.C.; 10.A.; 11.A. or D.; 12.C.; 13.D.
Each question is worth 10 points. If you even read this page, give yourself 20 points. Add up your score. If you scored less than 50, you've led a wasted life. 50 to 60—Power Player to be. 61 to 70—Cooking with a microwave. 71 to 80—Power Player in training. 81 to 90—Power Player extraordinaire. 91 or more—"Whoa, get down!" If you can't figure your score, you're better off. Congratulations to all.



The Former "Dallas" Star is Tuned into Nintendo

**Model, actress and NES Pro.
This Star has it all.**



Shalane even has her own "how to" video on modeling.

It all started back in December, 1986. Celebrity teens gathered together in Beverly Hills to participate in the "Super Mario-a-Thon" developed as an event to help raise funds for the Scott Newman Foundation, an anti drug organization. What started, you may ask? Shalane McCall's love for Nintendo! Just as millions of us have found a place in our hearts and homes for Nintendo, sixteen year old McCall has as well. Best known for her five year role as Charlie Wade on the hit TV series, "Dallas," McCall has recently left the show to pursue her modeling career and has completed production of a new home video called "Modeling: What It Takes With Shalane McCall."

But this home video is not the only one you'll find on her shelves; Nintendo home video games are stacked up there, too.

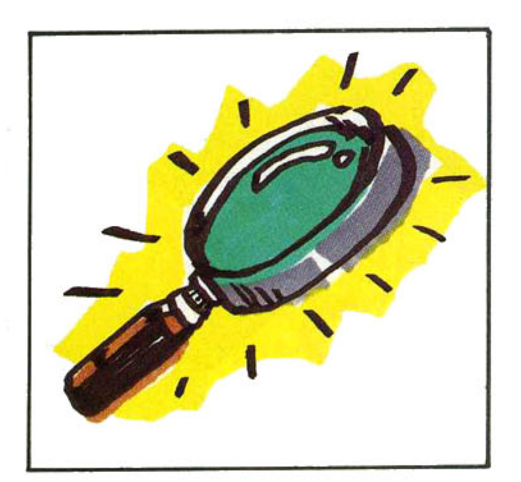
"Super Mario Bros. is my favorite game," explained McCall. "I learned how to play the game while participating in the Super Mario-a-Thon and have loved it ever since. I'm really looking forward to Super Mario Bros. 2!"

And, McCall does not experience the fun and excitement of Nintendo alone. Friends such as Ahmet Zappa, son of Frank Zappa, and Ryan Lambert from Kid's Inc. take time out from their busy schedules to challenge McCall's Nintendo game playing skills. "I often go to a friend's house to play Nintendo," said McCall, "and it's fun to see my friend Steve Dorf on the Double Dragon ads."



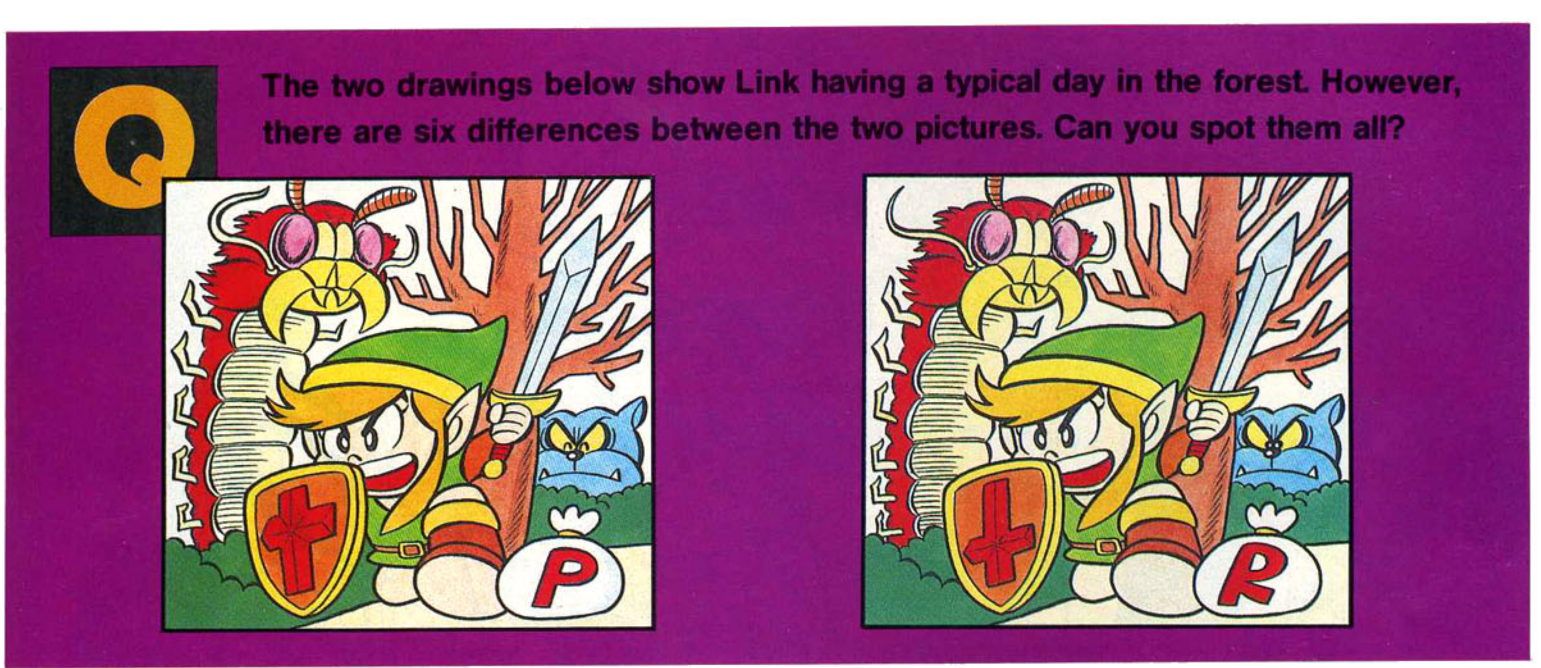
Since completing production of the modeling video, McCall has been on radio and has made appearances at various charity events and numerous publicity appearances on television shows. When not traveling, working, or playing Nintendo, McCall likes to listen to music, especially from favorite groups such as The Smith, U2, and Jane's Addiction.

To her credit, in addition to "Dallas" and a successful modeling career, McCall has won more than 100 beauty pageant awards and has received several other awards including Youth in Film's "Best Young Actress in a Daytime or Nighttime Television Series." Will an award for being a hot video game player follow? Only time will tell.



"Out Of Sight" Page!

Here are a couple of eyeball-bending picture puzzles to test your powers of observation. Be thorough and look carefully at the puzzles, but see how quickly you can solve them. Time yourself and race a friend!



The two drawings below show Link having a typical day in the forest. However, there are six differences between the two pictures. Can you spot them all?

Q

Mario and Luigi, lost in the forest, are being observed by seven forest creatures who have hidden themselves. See how many animals you can discover.



Link differences: Cross on shield is upside down. Tree branches are different. Darknuts eyes are different. Letter on bag P and R. Lanmola's whisker's and body are different. Mario Bros: Lion, pig, squirrel, bird, snake, crocodile, seal and deer.



OFFICIAL RULES (No Purchase Necessary)

To enter, just fill out the Nintendo Power Awards '88 ballot. Or, print your name and address on a plain 3x5 piece of paper and mail to:

NINTENDO POWER Awards '88
P.O.Box 97062
Redmond, WA 98073-9762

One entry per person please. All entries must be postmarked no later than April 15, 1989. No responsibility is assumed for lost, stolen, or misdirected mail.

Winners will be selected in a random drawing from among all eligible entries received, on or about May 1, 1989. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Limit one prize per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after May 1, 1989 by sending a self addressed stamped envelope to the address listed above.
Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.
This contest is void where prohibited by law, and is subject to all federal, state, and local laws and regulations.



Nintendo Power Ballot and Survey

Using the postcard below, answer the following questions and your name will be entered in our Nintendo Power Awards '88 drawing. More importantly, you'll help us decide which games win the Nesters. Refer to Nester Awards article on pages 88, 91, 92 for nominees.

A. Best Graphics and Sound
B. Best Challenge
C. Best Theme, Fun
D. Best Play Control
E. Best Character
F. Best Ending
G. Best Player v.s. Player
H. Over All



I. How old are you?
1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or Older

J. Sex
1. Male
2. Female

Please use the list of game titles (1-118) on the next page to answer the following questions.

K. What two games would you like to see reviewed in a future issue of Nintendo Power?
L. What three games are you planning to purchase next?
M. Please indicate, in order of preference, your five favorite games.

tear off here.

Ballot

Name ______________ Tele. ______________

Address ______________

City ______________ State ______________ Zip ______________

Subscriber No. ______________ (Fun Club Member No.) ______________

Vote for the Nesters using the article on pages 88, 91, 92.

A. ______ (a–e) E. ______ (a–j)
B. ______ (a–e) F. ______ (a–e)
C. ______ (a–e) G. ______ (a–e)
D. ______ (a–e) H. ______ (a–i)

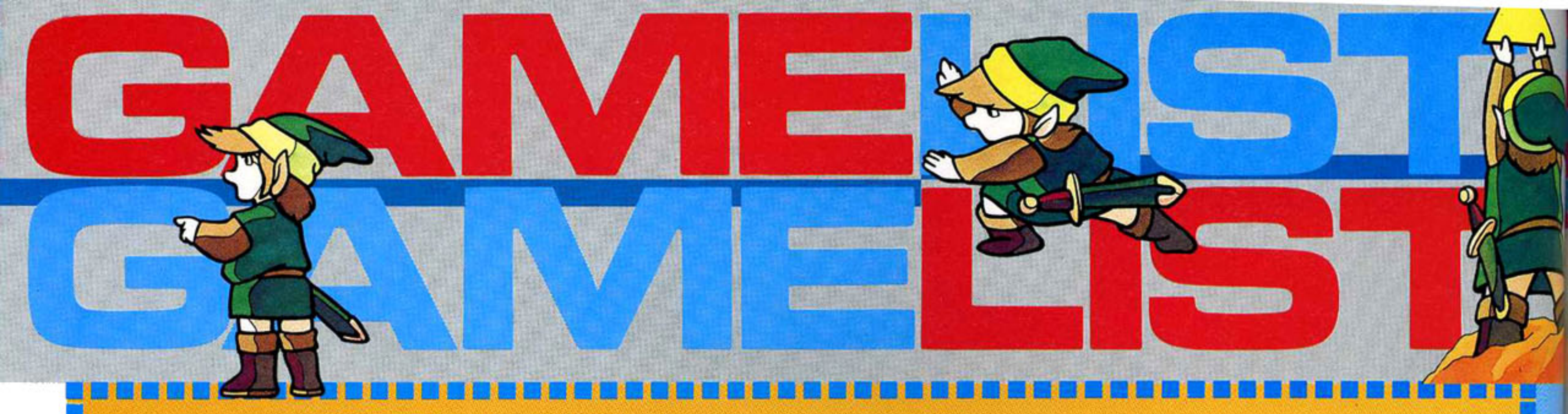
I. 1. under 6 ______ 2. 6-11 ______ 3. 12-14 ______
4. 15-17 ______ 5. 18-24 ______ 6. 25+ ______

J. 1. Male ______ 2. Female ______

K. Indicate Numbers 1-118 (list on next page) a. ______ b. ______

L. Indicate Numbers 1-118 (list on next page) a. ______ b. ______ c. ______

M. Indicate Numbers 1-118 (list on next page) a. ______ b. ______ c. ______
d. ______ e. ______



MAR/APR ISSUE PLAYER'S POLL GAME LIST

1 1943
2 Adventure of Lolo
3 Airwolf
4 Athletic World
5 Bad Dudes
6 Bases Loaded
7 Bionic Commando
8 Blades of Steel
9 Blaster Master
10 Bubble Bobble
11 Bump 'N Jump
12 California Games
13 California Raisins
14 Castlevania
15 Clash at Demonhead
16 Cobra Command
17 Cobra Triangle
18 Contra
19 Defender of the Crown
20 Desert Command
21 Double Dragon
22 Double Dribble
23 Dragon Warrior
24 Dr. Jekyll & Mr. Hyde
25 Faxanadu
26 Fester's Quest
27 Flying Dragon
28 Friday the 13th
29 Ghostbusters
30 Ghosts 'N Goblins
31 Goal
32 Godzilla
33 Golgo 13
34 Guerilla War
35 Gun.Smoke
36 Gyruss
37 Hoops
38 Hudson's Adventure Island
39 Ice Hockey
40 Indiana Jones & The Temple of Doom
41 Ironsword
42 Jackal
43 Jeopardy, Jr.
44 John Elways Quarterback
45 Kid Icarus
46 Kid Kool
47 Knight Rider
48 Kung Fu Hero
49 Legendary Wings
50 Life Force
51 Magic Johnson's Fast Break
52 Major League Baseball
53 Mappyland
54 Marble Madness
55 Mega Man
56 Mega Man II
57 Metroid
58 Mickey Mousecapade
59 Mike Tyson's Punch-Out!!
60 Monster Party
61 Ninja Gaiden
62 Ninja Taro
63 Nobunaga's Ambition
64 N.F.L. Football
65 One-on-One
66 Operation Wolf
67 Othello
68 Paperboy
69 Pinbot
70 Platoon
71 Power Glove
72 Predator
73 Pro Basketball
74 Pro Wrestling
75 Q*Bert
76 Rad Racer
77 Rampage
78 R.C. Pro-Am
79 Robo Warrior
80 Robocop
81 Rollerball
82 Rygar
83 Sesame St. 123
84 Skate or Die
85 Spy vs. Spy
86 Star Soldier
87 Star Trek V
88 Stealth Eagle
89 Street Cop
90 Strider
91 Super Dodge Ball
92 Super Mario Bros.
93 Super Mario Bros. 2
94 Super Sushi Pinball
95 T & C Surf Design
96 Taboo
97 Tecmo Bowl
98 Teenage Mutant Ninja Turtles
99 Terminator
100 The Adventure of Bayou Billy
101 The Goonies II
102 The Guardian Legend
103 The Legend of Kage
104 The Legend of Zelda
105 Thundercade
106 To the Earth
107 Top Gun
108 Trick Shooting
109 Ultima
110 Vegas Dream
111 Wheel of Fortune
112 Wheel of Fortune, Jr.
113 Who Saved Roger Rabbit?
114 Wizards & Warriors
115 World Games
116 Wrestlemania
117 Xenophobe
118 Zelda II-The Adventure of Link

MORE TO COME!



Place 25¢
Stamp
Here

Nintendo Power
P.O. BOX 97062
Redmond, WA 98073-9762



The Nominees Are...

Best Graphics & Sound



Which of these five games has the brightest graphics and the best sound effects? Do you go for the music of one, or characters and background design of another? Cast your vote.

A	DOUBLE DRAGON
B	SIMON'S QUEST—CASTLEVANIA II
C	METROID
D	BLASTER MASTER
E	WIZARDS & WARRIORS

Best Challenge



Some games might be too easy. And some are just too hard. This is your chance to pick the one you think is just right!

A	THE LEGEND OF ZELDA
B	HUDSON'S ADVENTURE ISLAND
C	SOLOMON'S KEY
D	BIONIC COMMANDO
E	CASTLEVANIA

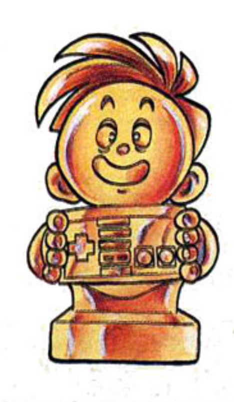
Best Theme, Fun



These games all have something a little special. The storyline makes them a blast to play again and again. Vote for your fav'.

A	SUPER MARIO BROS. 2
B	ZELDA II—THE ADVENTURE OF LINK
C	GOLGO 13
D	BIONIC COMMANDO
E	SIMON'S QUEST
F	BLASTER MASTER

Best Play Control



When you feel like there is a direct connection between you and the movements on the screen, that's great play control. Select the one that makes you feel like you're "really there!"

A	SUPER MARIO BROS. 2
B	METROID
C	CASTLEVANIA
D	BLADES OF STEEL
E	BLASTER MASTER

Let's Vote!

Cast your vote using the postcard on page 90. You could win a library of the best games of '88. Twenty Five lucky winners will get the eight best games of '88 for their own NES collection. (If one title wins more than one category, the second place title will be substituted).

Best Character



Now's your chance to vote for your favorite hero. Which one of these characters has the most video charisma?

A	LINK (Zelda II)	F	SIMON BELMONT (Simon's Quest)
B	MEGA MAN (Mega Man)	G	COMMANDO JOE (Bionic Commando)
C	SAMUS (Metroid)	H	KUROS (Wizard & Warriors)
D	MARIO (Super Mario Bros. 2)	I	JASON (Blaster Master)
E	DUKE TOGO (Golgo 13)	J	MASTER HIGGINS (Hudson's Adv. Island)

Best Ending



After all is said and done, which ending made it most worth all the effort?

A	SUPER MARIO BROS. 2
B	CASTLEVANIA
C	ZELDA II
D	BLASTER MASTER
E	BIONIC COMMANDO

Best Player V.S. Player



Which of these makes it the most fun to challenge a friend instead of a computer opponent?

A	BLADES OF STEEL
B	BASES LOADED
C	PRO WRESTLING
D	DOUBLE DRIBBLE
E	WHEEL OF FORTUNE

Over All



These titles are the best of the best, cream of the crop, top of the heap. It will be tough to pick just one all-time favorite.

A	ZELDA II—THE ADVENTURE OF LINK
B	THE LEGEND OF ZELDA
C	GOLGO 13
D	SUPER MARIO BROS. 2
E	MEGA MAN
F	DOUBLE DRAGON
G	MIKE TYSON'S PUNCH-OUT!!
H	METROID
I	BLASTER MASTER
J	BIONIC COMMANDO

Sept/Oct Issue Players's Poll Contest Winners

Grand Prize

Joel Cazzell	Manteca	CA

Second Prize

Andy Butcher	Mukwongago	WI
James Lenamond	Carrollton	TX
Marcos Jimenez	Sacramento	CA
Michael T. Sharpe	Englewood	OH
Scott Atwood	Astoria	OR

Third Prize

Aaron Gardiner	Brush Prairie	WY
Axel Hadida	Miami Beach	FL
Bryan Pizzi	Washington	PA
Bryan Nielsen	Glendora	CA
Carolyn Hughes	Griffithville	AK
Dusty Chandler	Carthage	MO
Jasen Hansen	Langely AFB	VA
Joe Middleworth	Baltimore	MD
Michael Randoll	Fowlerville	MI
Scott Philemon	Neenah	WI

Fourth Prize

Adam Walker	Wallingford	CT
Adam Degener	Louisville	KY
Alex Soran	Twin Falls	ID
Andrew L Daugherty	Elba	AL
Anthony Gallo	Wildwood	NJ
Ben M. Kunkel	Shiloh	OH
Brad Cole	Bloomington	IL
Brian J. Tischler	Woodbury	MN
Bubba Davenport	Greenwood	SC
Chris Katzberg	Hastings	NE
Chris Knauf	Waukesha	WI
Chuck Haber	Highland Park	IL
Craig Benton	Hutchingson	MN
Crystal Wilson	St. Louis	MO
Danny Caropreso	Mason City	IA
Daniel Mekenclrick	Palmer	AK
Darren Sanders	St. Charles	MO
Darrin Bistline	Colorado City	AZ
Dennis Lee	Union City	CA
Donald Stott	Westerly	RI
Doug Hazelberg	Kenosha	WI
Erwin Choi	Kingston	NY
Gary M. Corbin	Washington	MI
Heather Wagner	Langhorne	PA
Henry Kurtz	Philadelphia	PA
Hesham Samaan	Modesto	CA
Jason Lapinski	Waldorf	MD
Jay Mack	Ocean	NJ
Jennifer Mays	Henerson	KY
Jimmy Bell	Philadelphia	PA
Josh Michelson	Acton	MA
Kara Miller	Nineveh	IN
Kenny Fowler	Millersville	MD
Kyle Gerhard	Monroe	WA
Larry Liermann	North Canton	OH
Lennard Bautista	Virginia Beach	VA
Mathew Stacy	Rocklama	MA
Nicholas Amic	Los Angeles	CA
Richard L.J. Hallam	Vista	CA
Rob Tudor	Columbus Grove	OH
Roger Allen	Leaghe City	TX
Shane West	Lake Lure	NC
Shannon Middleton	Glenview	IL
Stephen Craig	Festus	MO
Stephen Yuen	Denver	CO
Stephen Martin	Litchfield	ME
Steve Pittman	Houston	TX
Stuart Rice	New York City	NY
Tim Lyons	Corlville	IA
Todd Sprang	Michell	SD

You could be next!

NOV/DEC Issue Player's Poll Contest Winners

Grand Prize Winner
Mike Lee, Edmonds, WA
Trip for 4 to Disneyland!

Second Prize Winners: Games, games and more games

Aaron McBride, CA, Ahmad Aslomi, GA, Aimee Zucco, WI, Alan Gibson, CA, Alan Campbell, SC, Alec Taylor, MD, Alex Scott, PA, Alex Kerby, VA, Alex Gard, KS, Allen Ejercito, CA, Allen Yau, TX, Allie Loudermilk, KY, Alonzo Collard, UT, Amy Leavitt, OR, Amy Saragusa, LA, Andrew Law, IL, Andrew Koziol, NJ, Andrew Smith, VA, Andrew Phillips, MN, Andy Lauridsen, MI, Andy Marshik, MN, Andy Crane, VA, Angelo Stern, WA, Anne Alo, CA, Anthony Brooks, OH, Anthony Rhinehart, VA, Anthony Trani, NY, Anthony Leone, KS, Arnell Genodia, HI, Arshad Khan, TX, Asa L. Hiles, KY, B.J. Smith, TN, Ben Harris, OR, Ben Williams, CA, Ben Villarreal, TX, Bennamin Holt, TX, Bill Drevojan, HN, Bill Mohr, IL, Billy Cripe, OK, Bob Rosner, CA, Bobby Diehl, NJ, Bonnie Elster, PA, Boris Usztan, MI, Brad Carson, CO, Brad Kingsburg, NJ, Brad Fike, IN, Brad Klotzshe, IN, Brain Kerr, AL, Brandon Krouse, WA, Brant Ross, IN, Brant Ford, MI, Brendan O'Riordan, PA, Brent Krekelberg, MN, Brent Lee, CA, Brian Fitzgerald, VA, Brian Hurguy, CA, Brian Levings, OK, Brian S. McKinstry, IA, Brian Piffer, IA, Brian Hale, OK, Brian Wagner, AR, Brian Burns, MA, Brian Tomasso, NJ, Brian Hopkinson, WI, Brian Wilder, OK, Brian Kuehn, ND, Brian Imhoff, ID, Brian Detrick, PA, Brian Emmerich, WI, Brian Metzgen, NJ, Brian Reese, NY, Brian Sandvall, SD, Brian Tracy, FL, Brian Bainto, HI, Bronwgn Robertson, MA, Bruce Lawler, AL, Bryan Fronczek, IL, Bryton Sampson, UT, C. J. Del Vecchio Jr, IL, C. Johnson-Reynolds, PA, Cahrles M. Atkins, VA, Casey Brown, IN, Casey Fivecout, OR, Casey S. Yoo, HI, Casey Cane, CA, Chad Richter, WI, Chad Kane, UT, Chad Orn, ND, Chad Heriaud, IL, Chad Lockhart, IL, Chad Walker, SC, Charles Huckaby, TN, Charlie Brawner, WI, Chase Maleolm, SD, Chris Balsom, NC, Chris Meek, IN, Chris Gutierrez, CA, Chris Fiscel, In, Chris Brown, NY, Chris Abbate, MA, Chris Dennis, IA, Chris Marsh, CA, Chris Stevens, GA, Chris Hieber, GA, Chris Preller, PA, Chris Rauschuber, TX, Christopher Weger, CA, Christopher Bennis, NJ, Christy Wilhelm, NC, Chuck Phillips, AL, Chung W. Lee, MA, Chyle McMahon, IL, Cindy Sikora, MI, Cliff H Bendixen, AK, Clydewylie Jr., LA, Cody Hook, AR, Colin Kreuziger, WI, Craig McCann, OH, Craig LaFleur, LA, Craig Milles, AR, Craig Adams, NV, Curtis Grullon, RI, Dallas Robinette, UT, Dallas Short, DE, Daminic Booker, MI, Dan Meagley, PA, Dan Marusa, MA, Dan McDonough, MN, Dan Moffett, IL, Dan McGaffigan, MA, Danial Blackshear, GA, Daniel Lee, CA, Daniel Pineda, VA, Daniel Lindner, WA, Daniel Grubbs, MO, Danny Wintz, KS, Dante DelaCerna, CA, Darrin Tucker, IN, Darryl Matthews, NY, Dave Walters, CA, Dave Deyoung, IL, Daven King, CA, David Lee, NY, David Chen, PA, David Bohnert, NJ, David L. Hutton, IN, David Rosch, NC, David Chertow, IL, David Bergmand, WA, David Patterson, MD, David Tacy, NH, David Tappon, WA, David Ezell, DC, David Mikkelson, AZ, David Lee, GA, David Likkngsowrth, AL, David Horner, CA, David Maberry, KS, David Mason, FL, David Goldstein, CA, David Merkel, TX, Dennis Fela, PA, Dennis Pettas, NY, Denny Tan, CA, Denver W. Sheriff, AL, Derek Estes, KY, Dermond Thomas, IN, Derrick Paul Boudin, AL, Don Dick, MI, Don Gowen, CA, Donald McCraney, IA, Donald White, GA, Donald Reed, MS, Donny Lyon, WI, Doug Ricci, CT, Doug Cook, IN, Doug Craig, WA, Douglas Rozum, NJ, Drew Laory, OH, Duane Johnson, MD, Dustin Williams, OK, Dwain Long, AK, Ed Balajadia, TN, Eddie Gerhard, VA, Eddie manning, NJ, Edward Fu, CT, Edwin Ruiz, NY, Elias Ganzales, CA, Elliott Ropberts, TX, Eric Wilson, CA, Eric Ort, FL, Eric Nicholson, NY, Eric Shinohara, MD, Eric Hyman, GA, Eric Thurston, NY, Eric Scully, MI, Eric Verruto, NY, Eric Lippert, CA, Eric Bennett, WI, Eric Rom, NE, Eric Olenslager, OR, Eric Doern, OR, Ernie Ganzales, CA, Erol Karpntil, CA, Eugene Kurdy, NY, Eve Kosal, CA, Farrukh Sheikh, TX, Forrest Carey, PA, Francisco Castrejon Jr., CA, Frank Polizzi, NY, Frankie Berdar, PA, Garner Fritts, TN, Geoff Vandal, FL, Geoff Perray, PA, George Andrus, NJ, Giovanni Bermudez, IL, Glen Carlson, MT, Glenn Rappaport, MA, Gordon Bubolz, WI, Greg Rademacher, WI, Greg Anderson, MA, Greg Hover, WI, Greg Cotton, MO, Greg Schaller, CA, Greg Maynard, OH, Greg Berner, MI, Gregg Thomas, WA, Gregg Hayford, FL, Gurt Parker, PA, Holly Bell, UT, Howard Kiyota, CO, Hua-Qing Chen, NY, Hung Cao, LA, Ian Wilson, MA, Ian Alvernaz, CA, Ian Dorward, WY, Idris R. Echols, MI, Inez Stiles, IA, Ivan Castillo B., CA, Ivan Kilano, MI, Jack Mooneyham, TN, Jack Russell, SC, Jack Green Jr, GA, Jackie Alms, TX, Jacob B. Mueller, NE, Jacob Hostetler, OR, Jacob Cossairt, MI, Jaime Douglas, PA, Jake Weinstein, MD, James Giddings, OR, James Calise, RI, James C. Pfingsten, MO, James Issa, CA, James Hinds, KY, James Baker III, OK, James Mouton, LA, Jami Kaup, NE, Jamie Curtis, KY, Jamie Cox, VA, Jamie Scott, NY, Jarrod Moore, VA, Jarrod A. Tollett, OK, Jason Reuter, WI, Jason Malagutti, CT, Jason Jones, IL, Jason Hulse, LA, Jason Palik, MD, Jason Stoecker, MI, Jason Thazxton, Ut, Jason M. Kida, MA, Jason Fresia, OK, Jason Moss, MD, Jason Meyer, MN, Jason Phillips, SD, Jason Krich, IL, Jason Vincent, OK, Jason Golden, DE, Jay M. West, ID, Jayme Brams, MI, Jeff Sadler, MI, Jeff Priebe, MN, Jeff L. Fuller, IN, Jeff Jacobs, AZ, Jeff McCarthy, MA, Jeff Gould, VT, Jeff Grodsky, MD, Jeff Estes, CT, Jeff Hensley, OH, Jeff Arrigo, NJ, Jeff Whitson, TX, Jeffrey Parsons, OK, Jennifer Walter, OR, Jenny McCord, MD, Jeremy Hull, OR, Jeremy Brock, WA, Jeremy Zirbes, MN, Jerry Truner, OH, Jerry Haeffel, WI, Jerry Drescher, WI, Jerry-Liu, CA, Jessica Thompson, UT, Jim Smith, OK, Jim Cooley, IL, Jim Smith, KS, JImmy Penney, PA, Jimmy Previs, CT, Jimmy Wehrfritz, MO, JJ Dumont, NH, Joe Meeks, NV, Joe Meeks, NV, Joe Belu, OH, Joe Richardson, PA, Joe Perrone, PA, Joe Ashley, MT, Joe Self, MO, Joe Baker, MD, Joel Bradley, KY, Joel Pittaway, MI, Joey Conway, IL, John Cain, FL, John Robinson, LA, John Moore, GA, John Robert Zentgraf, MI, John Iovacchiro, NJ, Jojo Chung, TX, Jon Turner, IN, Jon Mallari, NM, Jon Woolley, AL, Jon Frost, VA, Jon Van Matre, AZ, Jonathan Shelton, VA, Jonathan Dodd, WV, Jonathan Mead, PA, Jonathan DeAngelis, MA, Jonathan Pewitt, TN, Joseph Curtis, TN, Joseph Dildred, ME, Joseph Allen, MD, Joseph Parker, AL, Joseph Semana, CA, Josh Conway, IL, Josh Lesnick, TX, Joshua Land, MA, Joshua McLean, CA, Joshua A. Shepard, MA, Joshva Grzegorzewski, NJ, Judd Wolff, MT, Judy Duran, CA, Judy Orr, CA, Judy Dakti, MI, Jules Ryu, MD, Juli Berg, MA, Justin Collins, ME, Justin Brown, IA, Justin Rackley, VA, Jvier Marin, CA, Kafrl DeAngelo, CA, Keith Christoplis, WI, Keith Bryant, VA, Keith Schulien, IL, Keith Mitsuoka, CA, Keith Wittkopp, MI, Keith Wall, IN, Ken Uncapher, MI, Kendall Boyd, OK, Kenneth Friesenhahn, MD, Kenny

Continue on Page 105

POWER METER

GRAPHICS & SOUND PLAY CONTROL CHALLENGE THEME FUN

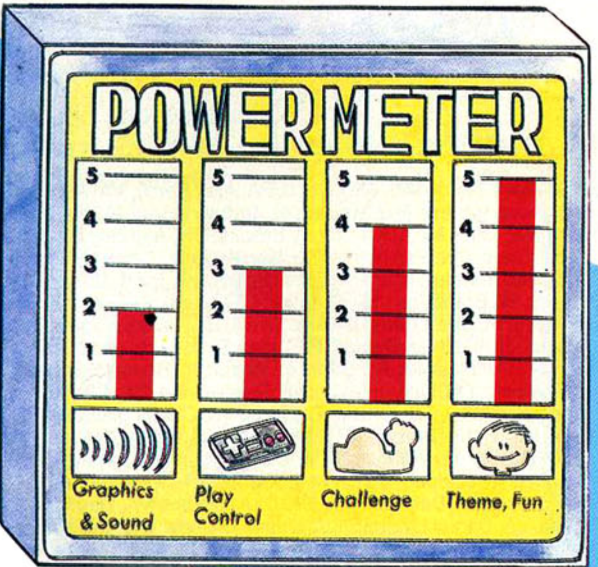
P i P i

Remember, your opinion is just as important as those reflected in our Power Meter rating!

Rating System

EXPLANATION

To further help you decide which games are right for you, we've developed the Power Meter Rating System. Every new game introduced for the NES will be rated on four different characteristics: Graphics & Sound, Challenge, Play Control and Theme, Fun.





Note

Our Pros have rated each characteristic on a scale of 1 to 5. If you especially go for graphics, or love a great challenge, you'll find these ratings helpful as a quick reference guide.

Note

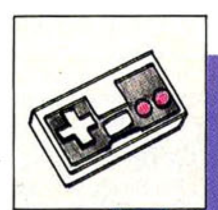


We know our expert's opinions may not always be the same as your own. Everyone has different things that they think are important in a game. That's why we're giving you your own Player Meter to fill out and compare with ours.



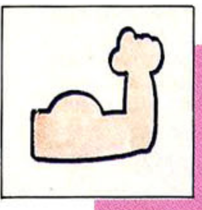
Graphics & Sound

Bright, sharp graphics and sensational sound effects will win a game high marks in this glitzy category.



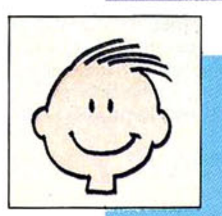
Play Control

When you can actually feel the connection between your controller and the screen, that's Play Control!



Challenge

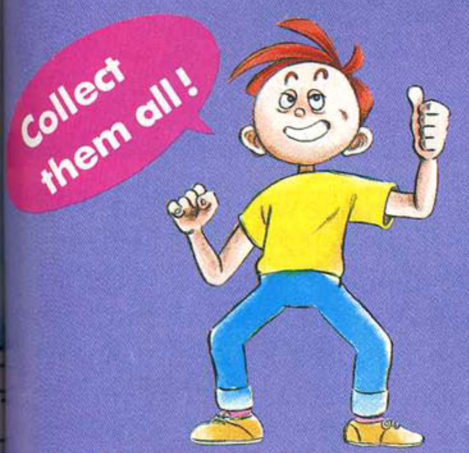
Make sure you match your skill level to the challenge rating. You'll maximize your fun if a game is not too easy or too hard.



Theme, Fun

Who knows why, but some games are just fun, fun, fun. We'll give you our impression with this rating.

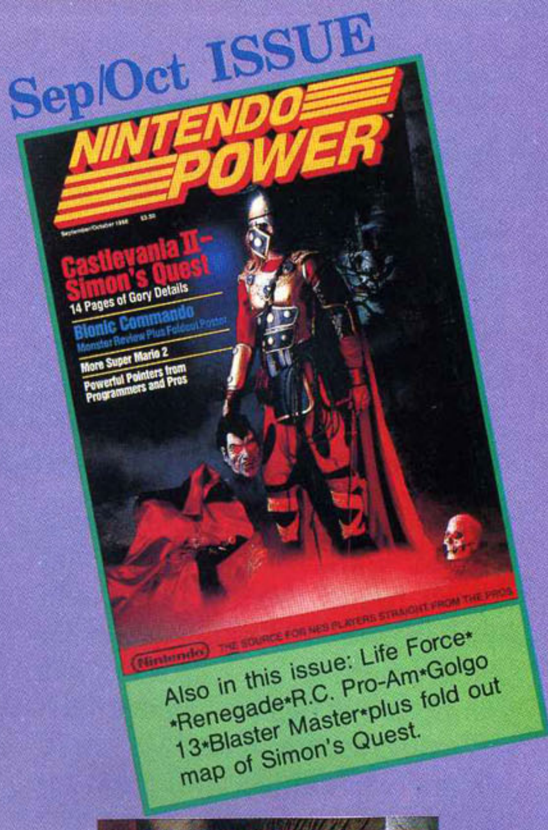
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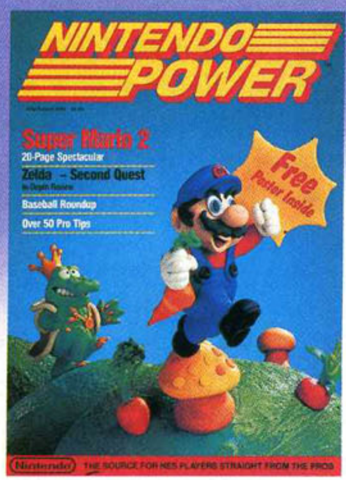
Back Issues Available Now!

Collectible Favorites: By popular demand, we are offering Nintendo Power subscribers only a chance to order these four classics. Chock-full of in-depth game reviews, tips and tricks. To collect your full set, fill out the order form on page 107.

Sep/Oct ISSUE



Also in this issue: Life Force• •Renegade•R.C. Pro-Am•Golgo 13•Blaster Master•plus fold out map of Simon's Quest.



Also in this issue: Double Dragon•Contra•Wheel of Fortune •Jeopardy•plus foldout map of Zelda's Second Quest.

Jul/Aug ISSUE



Also in this issue: Blaster Master• •Anticipation•Blades of Steel•Cobra Command•Racket Attack•Mickey Mousecapade•plus fold out Blaster Master Poster.

Nov/Dec ISSUE



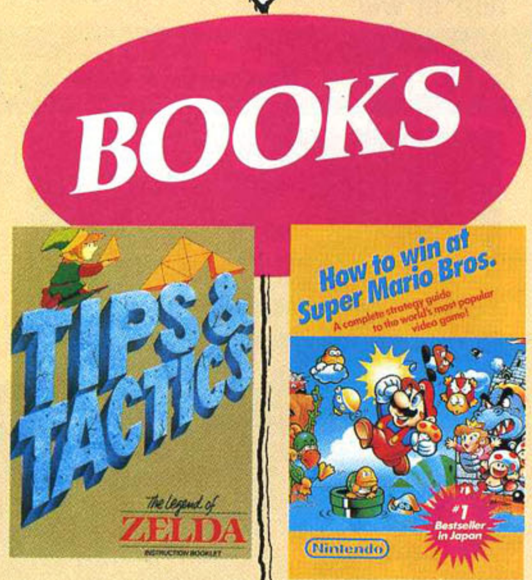
Also in this issue: Wrestlemania• •Sesame Street 1.2.3.•Marble Madness•Operation Wolf•Metal• Gear.

Jan/Feb ISSUE

BOOKS

Zelda Tips & Tactics

SUCCESS STORY. Here's just what you need to conquer the evil and mysterious Ganon. You'll discover shortcuts. Find out how to get information. And discover clever ways to conquer enemies and save the Princess! You can order this booklet for $4.95 by giving your VISA/Master Card number to our Customer Service Department at 1-800-422-2602.
102 Pages.



Super Mario Tips

How To Win At Super Mario Bros. STRATEGY GUIDE. Here's just what you need to find your way through the exciting worlds and levels of Super Mario Bros. Find out how to get past Bowser. Get extra lives. Warp into new worlds. Discover hidden surprises with tips that work like magic. You can order this booklet for $4.95 by giving your VISA/ Master Card number to our Customer Service Department at 1-800-422-2602.
112 Pages.

VIDEO SPOTLIGHT
POWER PLAYERS

The spotlight's on you! We think you'll agree that these players possess video prowess!

If you are looking for the best Power Players that exist, you have found them. But I mean REAL Power Players (the ones that are hard to find). Our team is composed of two brave adventurers called Master K and Master R. We are well trained with good reflexes and good hand-eye coordination. We have good memories, and best of all, we have our secret weapon which is self-confidence. There is no game in this whole world that we can't finish or no princess that we can't rescue. We are the best, the greatest and they don't come any better. Please forgive us for not being modest at all but it's just that we have finished so many games. To mention just a few, they are Castlevania, Commando, Contra, Deadly Towers, Double Dragon, Ghosts 'N Goblins, Goonies II, Ikari Warriors, Iron Tank, Karnov, Kid Icarus, Kung Fu, Metal Gear, Metroid, Mike Tyson's Punch-Out!!, etc . . .

Kristian Ferreira
Humacao, PR

My son Kelly has been playing video games since he was three. He sharpened his skills and instincts on other video game systems. Then for his fifth birthday (October '87) he received his NES. In my opinion, a Power Player was born that day.

I'm sure he's one of the youngest players to get through The Legend of Zelda, and it only took him about six weeks. He beat Rygar in two nights, Wizards and Warriors in one day, and he has scored 9,999,950 on Super Mario Bros. He has completed Kid Icarus in five days and in three



days he has defeated the Mother Brain in Metroid. Next up is Super Mario Bros. 2 and Zelda II—The Adventure of Link.

Kelly seems to play with a sixth sense. I can't even come close to his accomplishments. He gets calls from all the neighborhood kids on his "hot line" wanting to know more information.

His favorite games are Mike Tyson's Punch-Out!!, Goonies II, and Kid Icarus.

Kelly's best tip is when fighting Twinbellows in Kid Icarus, trap him in the bottom right corner, facing away from you. He can't turn around, and you can blast him at will.

Thanks!

Vance E. Evans
Salt Lake City, UT

I have yet to play a Nintendo game that has stumped me. I have beaten The Legend of Zelda in two weeks (both quests), Super Mario Bros. in two weeks, Metroid in one week, Kid Icarus in four days, 1942 in two days, and Commando in two days. I beat the Great Puma in Pro Wrestling with every possible character and in Double Dribble I can beat the third difficulty level as any team (L.A. is my best).

In The Legend of Zelda, I have won without getting any swords except for the Magic Sword. In Mike Tyson's Punch-Out!! I can beat the first four boxers blindfolded.

I am still looking for challenges. I hope to buy Ultima, Double Dragon, Super Mario Bros. 2, Zelda II—The Adventure of Link, Dragon Warrior and Wrestlemania. So, keep those games coming!

Josh Zimmerman
Grass Valley, CA

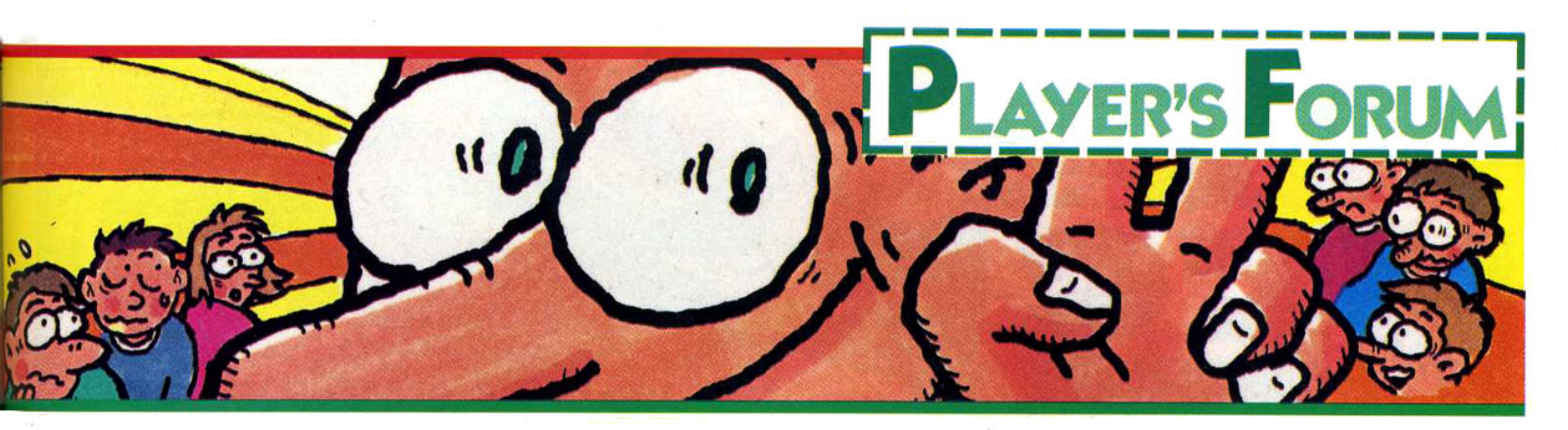


My brother, David and I would like to consider ourselves Power Players. After owning an NES for six months we have found it to be the most enjoyable thing we've ever played. Our technique is to have the person not playing take notes and guide the other. This way the person playing only has to con-



Calling all Power Players

Would you like to see your name up in lights? Send us a letter and pictures recounting your own video achievements (or a friend's).
We'll profile several Power Players in each issue.



centrate on the screen. Using this method, we have conquered many of the most challenging games.

The first game we completed was Wizards and Warriors. After purchasing it in the afternoon we played it the rest of the evening. In six hours we had defeated the wizard and rescued the princess. Contra was a bit more challenging, taking us a week to reach the end. We have now defeated Red Falcon three times in the same game. Super Mario Bros. took us two weeks and we both completed the First Quest of The Legend of Zelda in a week. We completed the Second Quest in the following two weeks. While borrowing Mike Tyson's Punch-Out!! for three weeks from a friend, we managed to get to Mr. Sandman. Double Dragon took a mere week to be completed.

We love our NES and are eagerly awaiting many of the new games—especially Zelda II—The Adventure of Link.

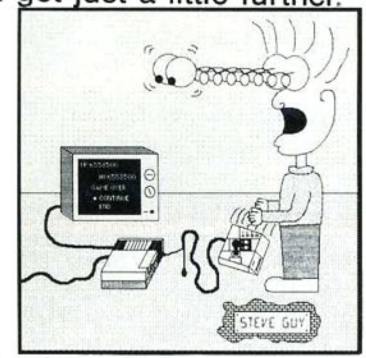
Bradley and David Messmer
Newport News, VA

I think I'm a Power Player. I saved the princess in Super Mario Bros. without warping. I can beat Contra seven times in one game. In Major League Baseball, I can beat the computer 122 to seven. Honest! I can finish The Legend of Zelda in six games but my average is about 20 because I goof around a lot. I can get to the 25th round on Duck Hunt. I am only 10 years old.

Jeremy Hopkins
Richardson, TX

Hello! My name is Steve and I think I should be considered a Power Player. I have had the NES ever since it was invented. Since then I have defeated Ganon in The Legend of Zelda twice, mastered Kung Fu, defeated Mother Brain in Metroid, mastered Spy Hunter, completed all the levels in Gyromite, got 999,900 on Duck Hunt staying about five and a half feet away from the screen, got 999,000 on Hogan's Alley from five feet away, defeated Medusa in Kid Icarus, and beat Great Puma in Pro Wrestling. My most recent accomplishment was defeating the Red Falcon six times in Contra and achieving a score of 6,553,500.

I have too many tips to list, but here are a few. As your character is being defeated in Contra, he blinks for a few seconds. At this time, he is invincible. You may be able to use this time wisely to walk through enemies and bullets and get just a little further.



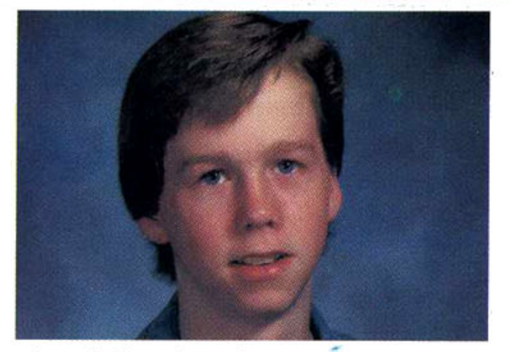
Here's a drawing that I did on my computer of me at my NES when I achieved my high score in Contra.

Steven "Zoid" Guy
Moorestown, NJ

Power Player Profile : Brian Michaels

Age: 16
City: Rockford, IL

Favorite Games: I like Super Mario Bros. 2. It's different. You have to figure a lot of things out.
Outstanding Video Accomplishments: I finished Super Mario Bros. 2 in two days, beat Mike Tyson in Mike Tyson's Punch-Out!!, and pinned The Great Puma in Pro Wrestling.
Strategies: I could go on for hours



about tips but instead of having hints for specific games, my advice is to be patient, because anger and frustration lead to mistakes. It's also a good idea to plan a strategy. Pause the game when you get in a trouble spot, and look through issues of Nintendo Power. You could also talk to other players and trade tips.
Other Interests: I like to read a lot of books. Stephen King is my favorite author. I like Eyes of the Dragon.
Future Games: I'd like to get Zelda II—The Adventure of Link, Rampage, and Track and Field II.



NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

1943

Dan Vacura	Bloomington, MN	918,200

ARKANOID

Douglas Gardner	Binghamton, NY	776,740
Jerry B. Lemler, M.D.	Mobile, AL	769,510
Danny Collarini	Slidell, LA	746,440
Ted Gengler	Denver, CO	728,370

CASTLEVANIA

Tim Trolinger	Columbia, MD	999,990
David & Mike Kalkstein	New Kensington, PA	999,990
Ricky Keegan	Bethpage, NY	999,990

COMMANDO

Andrew Weyrich	Annandale, VA	999,950
Jeff Bovitz	Hibbing, MN	999,950
Matt McGee	Midland, VA	999,950
Kevin Cooke	Centereach, NY	999,950
Rob Fuller	Lubbock, TX	999,950
Stacy Zepp	Hornell, NY	999,950
Wayne Genualdi	Niles, IL	999,950

CONTRA

Brian Shukla	Fairmont, MN	6,553,500
Clarence Miller	Springfield, OH	6,553,500
David Rutledge	Ada, OK	6,553,500
Kris Weaver	Indiana, PA	6,553,500
Louis Fussner II	Richmond, IN	6,553,500
Matt Carney/Darius Desiderio	East Dorset, VT	6,553,500
Ryan Woods	Boulder, CO	6,553,500
Scott Gielow	Vero Beach, FL	6,553,500

DUCK HUNT

Derald Brenneman	Sacremento, CA	999,900
Ken Morrison	Syracuse, NY	999,900
Richie Stevenson	Lewisville, TX	999,900
Jack Pemberton	Tempe, AZ	999,900
James Goldmark	Briarcliff Manor, NY	999,900
Justin Goeres	Cedar Falls, IA	999,900
Nick Papandria	Flemington, NJ	999,900

GALAGA

Gary Marumoto	Harbor City, CA	258,740

GHOST'N GOBLINS

Joe Borges	Antioch, CA	2,312,100
Kristopher Sutton	Alpine, CA	1,127,600

GOLF

George Nunes	New Bedford, MA	−23 49
Brent Castleman	Minot, ND	−23 49

GOTCHA

Erik Zandt	Waxahachie, TX	999,990
Robert Diaz	Lorain, OH	999,990

GRADIUS

John Duff	Kailua, HI	9,918,600
Jason Kalayjian	Huntington Beach, CA	8,759,400

GUN.SMOKE

Nadav EnBer	Worcester, MA	999,990
Frankie Weag IV	Union, NJ	999,980

HOGAN'S ALLEY

Michael Kirsch	Clayton, NC	999,900
Brian Wong	Orange, CA	999,900

HUDSON'S ADVENTURE ISLAND

Wayne Costa	Brentwood, NY	118,180

IRON TANK

John Phung	Novato, CA	955,500

JAWS

Josh Huyler	Toms River, NJ	1,289,170
Brendon Sutton	Altmore, AL	1,020,350
Mike Friedman	Paramus, NJ	1,018,330

KARATE CHAMP

Brian Richardo	Atwater, CA	999,900
David John Garozzo	Morrisville, PA	999,900
Scott Steffy	Bend, OR	999,600

KID ICARUS

Chris Brickner	Sheboygan, WI	9,999,999
David McKee	Granite City, IL	9,999,999
Frank Radomski	Mystic Islands, NJ	9,999,999
Rick Hover	Hornellm, NY	9,999,999
Steven Beckstead	Havre, MT	9,999,999
Willy Kinsella	Medfield, MA	9,999,999

KID NIKI

Kacy Kliment	Fond du Lac, WI	549,200

PLAYER'S FORUM

Kevin Detert	Fond du Lac, WI	547,500

LEGENDARY WINGS

Barry Murphy Jr.	Villa Park, IL	4,987,100
Mike & Ronny Whitehead	East Detroit, MI	4,146,800

LIFE FORCE

Brennan Stein	Montauk, NY	428,000
Doug Green	Odessa, TX	396,060
Thom Knowles	Woonsocket, RI	385,690
Philip Murphy	Grand Rapids, MI	369,590
William Strong	Altoona, PA	338,190

ZELDA II-THE ADVENTURE OF LINK

Brian Wardell	Bellwood, IL	Finished
David Halpern	Short Hills, NJ	Finished
David Rosner/Corey Chiarelli	Point Pleasant, NJ	Finished
David Solomon	Seguin, TX	Finished
E. Dale Pegg	Claremore, OK	Finished
Erick Drake	Carson, CA	Finished
Ernest Allen	Gathersburg, MD	Finished
Giulio Sciorio	Phoenix, AZ	Finished
J. Marinos	Brooklyn, NY	Finished
Jimmy White	Waldorf, MD	Finished
John Breeding	Oxford, MS	Finished
John Castoro	Elizabeth, NJ	Finished
John Halter	Islip, NY	Finished
Jonathan Costanzo	Taylor, MI	Finished
Marc Frazier	Pocatello, ID	Finished
Marc Terry	Columbia, MS	Finished
Matt Rohr	Ofallon, IL	Finished
Randy Nakamura	Clearwater, FL	Finished
Richard Mills	Manasquan, NJ	Finished

MAGMAX

Andy Hoffman	Elkins Park, PA	346,100

MEGA MAN

Greg Lamb	Morisstown, TX	9,997,900
Ching Vang	Santa Ana, CA	9,913,100

MICKEY MOUSECAPADE

Jason Castiglione	Sunrise, FL	5,130,050

PINBALL

Bob Quinn	Wallingford, PA	999,900
Robert Armstorng	Norfolk, VA	911,220
Linda Papsodero	Brooklyn, NY	792,680

R.C. PRO AM

Dan Cudmore	Newhall, CA	405,712
Thomas Franklin	Lockland, OH	345,381
Pankaj Wadhwa	Houston, TX	334,573
Gary Daugherty	Portageville, MO	320,574

RENEGADE

Austin Nelson	Menlo Park, CA	999,600
David Frost	Iselin, NJ	965,950

RUSH'N ATTACK

Brian Gatti	Manhasset, NY	9 ,999,990

Daryl Bolen	Miamisburg, OH	9,999,990
Mike Whalen	Columbus, OH	9,999,990

SUPER MARIO BROS.

Evan McMullin	Salt Lake City, UT	9,999,950
Ramona Wooldridge	Chicago, IL	9,999,950
Frank D'Aloia	Orlando, FL	9,999,950
Juliusz Kowalczyk	Dorchester, MA	9,999,950
Christpher Leibach	Olathe, KS	9,999,950
Ernest Hazelwood	Portsmouth, VA	9,999,950
James Coker	Riverview, FL	9,999,950
Jeff Tone	San Jose, CA	9,999,950
Tom Rivinus & Matt Reynolds	El Cajon, CA	9,999,950

SOLOMON'S KEY

Clive Mirams	Ringold, GA	15,524,860
Ed Dorin	Richmond, VA	15,016,580

STAR FORCE

Ryan Branch	Seattle, WA	668,800

STINGER

Paul Bradford	Los Angeles, CA	99,592,000
Michael Sartra	Merrick, NY	10,610,600

SUPER PITFALL

Mike Petro	Leesburg, IN	5,575,000
Gustavo Tapias	Brentwood, NY	3,358,500

TOP GUN

Tom Campana	Lorain, OH	4,153,410

TRACK & FIELD

Andy Crist	Jonesville, MI	999,999
Grant Doolittle	Williams, IA	999,999
Kevin Hegarty	New Lenox, IL	999,999
Kevin Jeu	Harbor City, CA	999,999

TROJAN

Jonathan Riehl	Falls Church, VA	1,003,700
Mark Dawnstar	Patterson, CA	927,900

WIZARDS & WARRIORS

Carol Siverling	Lima, OH	999,999
Tony McAllister	Fontana, CA	999,999
Ross Combs	Las Cruces, NM	999,999
Vance Parker	Hooper, UT	999,999
Kris Kemp	Layton, UT	999,999

ZANAC

Jeremy Robin Bacon	Glenville, GA	99,999,990
Brian Burke	South Windsor, CT	47,917,250

Send your high Score and be a Power Player!

Have you been bragging about your great scores lately? Why not send them in and see how they stack-up against the best players from Coast-to-Coast?

Send your Screen Photos to:
Nintendo Power
NES ACHIEVERS
P.O. Box 97033
Redmond, WA 98073-9733



As you know, things happen rapidly in the video game world: New releases, old arcade favorites adapted for home use, sequels, delays, new equipment and accessories, innovative techniques, games based on the latest movies, and so much more. And, as always, PAK WATCH is right here with all of the up-to-the-minute inside info. There are even changes from last time and we've brought you those, too. But first, a request: Please, PAK WATCHERS, don't write us asking for more information on the games. We will tell you everything we can right here in Nintendo Power just as soon as we can. Promise.



Capcom is continuing their association with Disney. They produced Mickey Mousecapade by developing three Game Paks based on Disney themes: Duck Tales, Rescue Rangers, and Adventures in Disneyland, based on the different areas of the theme park.



GOSSIP

STAR TREK V

Well, we finally managed to nail down who it is that is producing the Game Pak based on Star Trek. Bandai has announced their Enterprise-ing intentions, but so far, all we have is a brochure.

CLASH AT DEMONHEAD



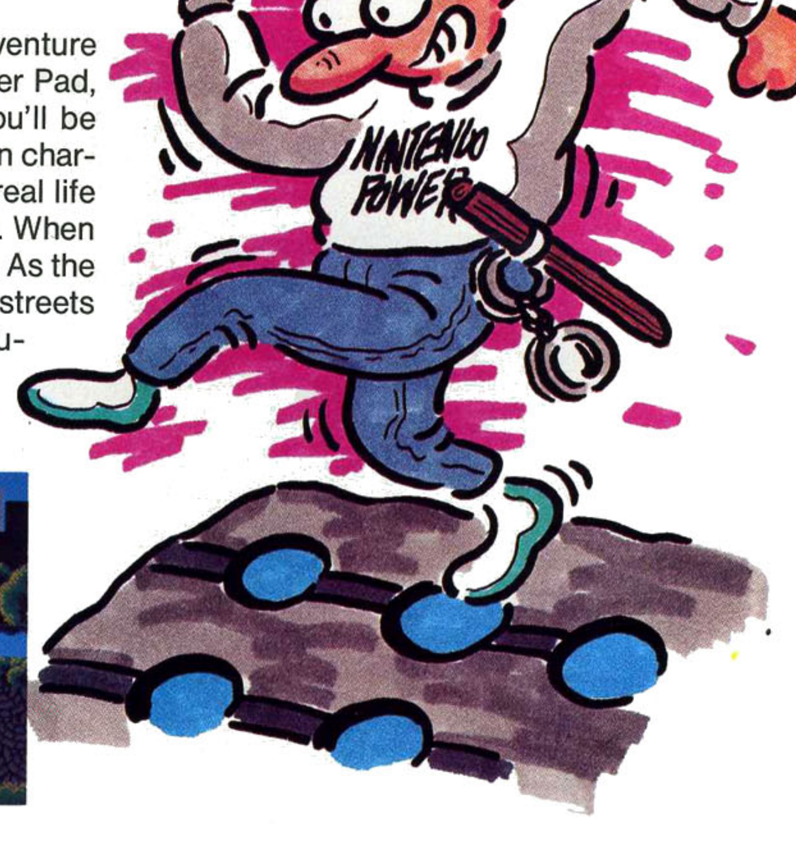
Vic Tokai proved that they can make a terrific video game with Golgo 13 and we're waiting to see if the quality will continue with this hot new adventure game. The game has tremendous play feel and a bit of role playing.



NEW POWER PAD GAMES!

STREET COP

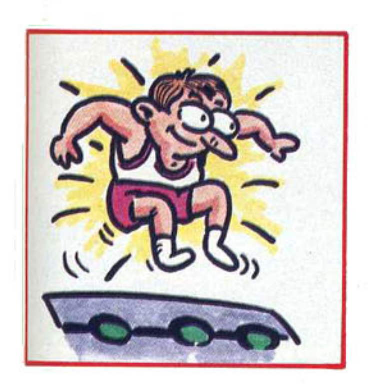
Introducing the first Nintendo Power Pad action/adventure game. For the first time, utilizing the Nintendo Power Pad, you'll be able to take part in an action mission. You'll be closer to actually being in the video game as the main character because you will be performing the action in real life that your video counterpart performs on the screen. When you turn, the cop turns. When you run, the cop runs. As the title character, you will chase criminals through the streets and bring them to justice. You will also utilize the regular Controller with the Power Pad to help subdue the villains once you catch up to them. Look for a release of this one later on this year.





Use your nightstick on sneaky criminals hiding behind the trash cans.

ATHLETIC WORLD



This is a one-player version similar to the Power Pad hit, Super Team Games. The obstacle course is fairly hard and will challenge even the toughest athletes out there. Sprinting your way this Spring.



GOSSIP

CHESSMASTER

Hi-Tech has announced a couple of new Paks: Chessmaster and Remote Control. The latter is based on the new hit game show seen on MTV.

BATMAN

There is a megahuge-budget motion picture of Batman due out this summer. Sunsoft has visited the set at Pinewood Studios in England and decided to produce a game based on the Masked Manhunter.

ARCADE ALLEY

Arcades have always been a natural source of inspiration for home video games. In development are four favorites which should convert nicely to the NES. We are delighted to be able to say that all of these reportedly have two-player simultaneous play! Look for all of them sometime this year.

BAD DUDES



Data East is bringing you the NES version of this arcade giant. We're not sure what the fascination is for urban brawls in video games these days or why this one became a mega hit, but we hope it lives up to its arcade counterpart.

SUPER DODGE BALL



We've heard it (or variations) called Bombardment, Soak'em, Prison Ball, Bean Ball, and Slaughter Ball. Whatever name you used in the schoolyard, Super Dodge Ball will require a lot of those same techniques.

GUERILLA WAR



This popular military game by SNK appears to follow the storyline of the arcade version pretty closely with its theme of revolutionaries overthrowing a dictatorship.

THUNDER CADE



Though the release of this American Sammy project is reported to be far away, we understand that it still has the double motorcycle assault as in the arcade.









WHEEL OF FORTUNE, JR. and JEOPARDY, JR.

Both of these Paks from Gametek are junior versions of their previous offerings, aimed at teens and younger players. Word has it they use a new program technique to help avoid the repetition of boards and questions, and offer a more random selection.

STEALTH EAGLE

Big news. This will be the first flight simulator made for the NES. From what we hear, it should send Activision flying high.





PINBALL ALLEY

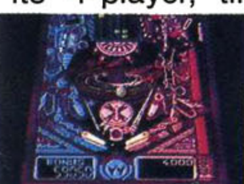
Before video arcades, there were Pinball machines. A few years back, Nintendo introduced an NES version of Pinball. Now all of you Pinball wizards will have to make room as three new Pinball Game Paks (including one from Nintendo) are heading your way. Personally, we've always "tilted" toward a good game of Pinball . . .





PINBOT

Nintendo's new entry is programmed by those whizzes at Rare and looks exactly like the arcade Pinball game by Williams. It has a realistic looking perspective of the pinball table and a cool partial verticle scroll. Like the arcade, Pinbot talks to you, but we especially liked the little space slug that tries to eat your ball. Look for its 4-player, tilt capability, digitized sound and radical graphic features.



ROLLERBALL

This one has two types of games. In the skyscraper mode, you'll be able to play a regular Pinball game which offers several levels to its "table," and includes four-player capability. In the Match mode, which allows for two-player simultaneous play, you and your opponent start with a given number of points and loose them every time a ball gets past you. It's not always easy as there is more than one ball at all times.



SUPER SUSHI PINBALL

Don't let the name throw you. Other than a brief sushi history lesson at the beginning of the game, this game has nothing to do with fish. This one only has two levels to its table, but the B Button will allow you to bump the table to give your ball a little more bounce. But you'll have to watch it. Bump it too much and you'll tilt the game and loose your ball.



GOSSIP

DRAGON WARRIOR

In the NES Journal of our first issue of Nintendo Power, we told you about Dragonquest III. Well, Nintendo's Dragon Warrior is the American version of the original game which inspired it and its sequel Dragonquest II. The Japanese version was the first "role-playing" video game to become a mega hit. E.T.A. is still a ways off.

MONSTER PARTY

It's by Bandai and it could best be described as a cross between Super Mario Bros. and Castlevania. Cute funny little characters in a haunted house-type mission. It has a good play feel and lots of drippy eyeball monsters.



GOSSIP GALORE

At press time, we'd just come back from the Consumer Electronics Show and so we're pretty much buried under tons of information. Next issue's PAK WATCH promises to be especially exciting and informative. These games really aren't due for release for quite a while, but we knew you'd be interested so we thought we'd toss you a few fastballs.

GODZILLA

Somehow we always knew someone would come up with a game based on Godzilla and the people at Toho, our newest licensee, are the first.

GOAL

We know that soccer fans have been clamoring for a new soccer game and Jaleco is planning to come through with this Pak that will emphasize complex play and technical soccer.

VEGAS DREAM

HAL is gambling that this Game Pak about playing in the Las Vegas casinos will be a hit. We've seen a bit of this one and there's even a little role playing involved.

ADVENTURE OF LOLO

Intriguing little adventure game by HAL. It has a challenging "puzzle room" aspect that some will really enjoy.

FISHER-PRICE

Good news for the wee Power Players in the family. GameTek has announced that they are working on some Fisher-Price games for the younger set.

KUNG FU HERO

More Kung Fu weirdness from Culture Brain, the people who brought you Flying Dragon. This one isn't as serious in theme, however, with its little marshmallowy heroes.

CALIFORNIA RAISINS

Why are we not surprised. These little guys are everywhere else, why not in a Game Pak from Capcom. Makes sense.

NES PLANNER

MARCH

- Athletic World
- California Games
- Dr. Jekyll and Mr. Hyde
- Fist of the North Star
- Kung Fu Heroes
- Ninja Gaiden
- Operation Wolf

APRIL MAY JUNE

- Adventure of Lolo
- Adventures of Bayou Billy
- Airwolf
- Bad Dudes
- Cobra Triangle
- Defender of the Crown
- Desert Commander
- Dragon Warrior
- Faxanadu
- Flying Dragon
- Guerilla War
- Hydlide Special
- Hoops
- Mappyland
- Mega Man II
- Monster Party
- Ninja Taro
- Nobunaga's Ambition
- Predator
- Street Cop
- Strider
- Super Dodge Ball
- Taboo
- Teenage Mutant Ninja Turtles
- To the Earth
- Shooting Gallery

GAMES SLATED FOR THE FUTURE

- Adventures in Disneyland
- Batman
- California Raisins
- Duck Tales
- Fester's Quest
- Goal
- Godzilla
- Hollywood Squares
- Ironsword
- Jeopardy, Jr.
- John Elway's Quarterback
- Jordon vs. Bird: One-on-one
- Knight Rider
- Magic Johnson's Fastbreak
- Monster Party
- NFL Football
- Nightmare on Elm Street
- Pinbot
- Pro Basketball
- Rescue Rangers
- Robocop
- Rollerball
- Spy vs. Spy/Island Caper
- Star Trek V
- Stealth Eagle
- Super Sushi Pinball
- Thundercade
- The Guardian Legend
- Legacy of the Wizard
- Trick Shooting
- Vegas Dream
- Wheel of Fortune, Jr.
- Who Framed Roger Rabbit

GRUMBLE, GRUMBLE DEPT.

We always strive to bring you the latest and most accurate information. We told you about these games in previous issues, they were scheduled to be released relatively soon. But things don't always go quite as planned and there are always changes in this business. It goes with the video game territory. Anyway, we are blowing the whistle to alert you to the . . .

. . . DELAY OF GAMES!!

NFL Football, Knight Rider, Hoops, Magic Johnson's Fastbreak, Jordan vs. Bird: One-On-One, The Guardian Legend, The Legacy of the Wizard, John Elway's Quarterback.







COMING UP NEXT IN THE MAY/ JUNE ISSUE OF NINTENDO POWER!

TEENAGE MUTANT NINJA TURTLES

Our cover feature next issue will be a wild review of Teenage Mutant Ninja Turtles. Join us as we pry open the secrets of everyone's favorite mutated quartet . . . and hide your pizza.

NINJA GAIDEN

Concluding our Ninja Gaiden two-parter, we'll continue with an intense, action-packed feature of Ryu's jungle journey and discovery Jaquio's lair.

Mega Man II

Be here for an advance look at a new adventure hit, as we present a slick preview of Mega Man II, the long-awaited Mega Man sequel. Plus: Features, Previews, Counselors' Corner, NES Journal, Video Shorts, Classified Info, and so much more!

Continued from page 93

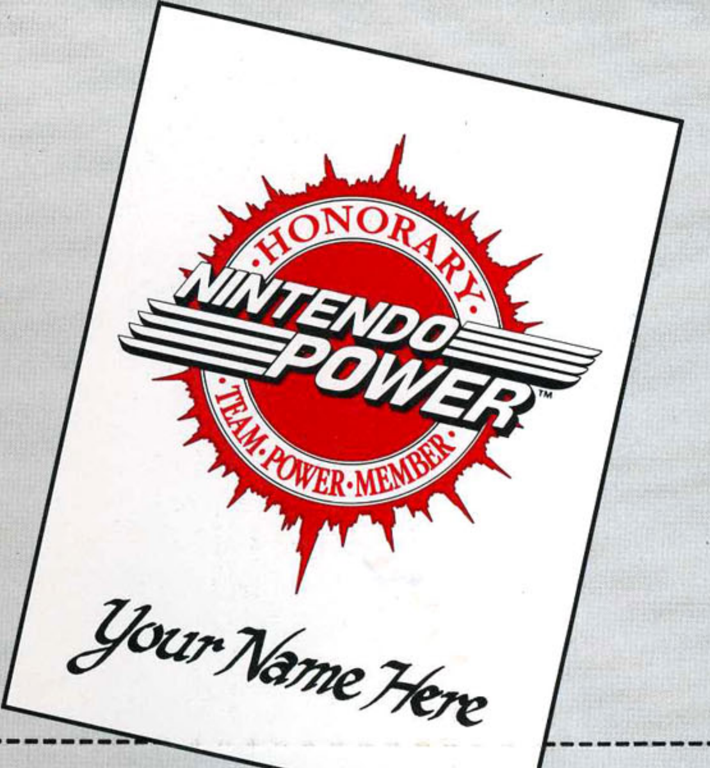
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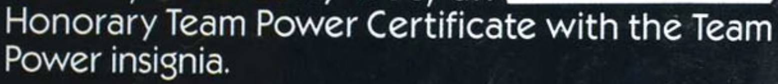
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